

NINTENDO
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THE ONLY GUIDE FROM

Nintendo®

PAPER MARIO™



THE OFFICIAL
Nintendo®
PLAYER'S GUIDE



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OFFICIAL NINTENDO PLAYER'S GUIDE

PAPER MARIO™



CONTENTS

PAPER CAPER	4
MARIO'S MOVES	6
BATTLE BASICS	8
MEET THE TEAM	12
MAP KEY	16



PROLOGUE



A PLEA FROM THE STARS	17
GOOMBA VILLAGE	18
TOAD TOWN	20
TOAD TOWN TUNNELS	24
PEACH'S CASTLE	26

CHAPTER 1



STORMING KOOPA BROS. FORTRESS	27
KOOPA VILLAGE	28
KOOPA BROS. FORTRESS	30
PEACH'S CASTLE	32

CHAPTER 2



THE MYSTERY OF DRY DRY RUINS	33
MT. RUGGED	34
DRY DRY DESERT	36
DRY DRY OUTPOST	38
DRY DRY RUINS	40
PEACH'S CASTLE	44

CHAPTER 3



THE "INVINCIBLE" TUBBA BLUBBA	45
FOREVER FOREST	46
BOO'S MANSION	48
GUSTY GULCH	51
TUBBA BLUBBA'S CASTLE	52
PEACH'S CASTLE	56

CHAPTER 4	TRIALS IN THE TOY BOX	57
	SHY GUY'S TOY BOX	58
	PEACH'S CASTLE	62



CHAPTER 5	HOT HOT TIMES ON LAVALAVA ISLAND	63
	LAVALAVA ISLAND	64
	MT. LAVALAVA	68
	PEACH'S CASTLE	72



CHAPTER 6	DARK DAYS IN FLOWER FIELDS	73
	FLOWER FIELDS	74
	PEACH'S CASTLE	78



CHAPTER 7	A STAR SPIRIT ON ICE	79
	SHIVER CITY	80
	CRYSTAL PALACE	84
	PEACH'S CASTLE	88



CHAPTER 8	A STAR-POWERED SHOWDOWN	89
	BOWSER'S CASTLE	90
	PRINCESS PEACH'S CASTLE	96
	BOWSER BREAKDOWN	98



PAPER TRAIL	99
ENEMY LOCATIONS	100
ENEMIES	101
BADGES	112
STAR PIECES	116
ITEMS	118
SHOP LIST	122
TAYCE T.'S MENU	123
LETTER DELIVERY	126
KOOPA KOOT'S FAVORS	127
CHUCK QUIZMO'S QUIZ	128

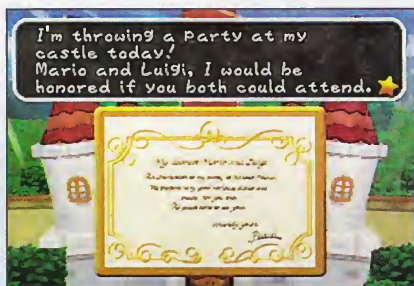


PAPER CAPER

THE PAINTED LANDSCAPE OF THE MUSHROOM KINGDOM PROVIDES A PEACEFUL BACKDROP FOR THE HOME OF MARIO AND LUIGI. AS THEY ENJOY A QUIET DAY, AN INVITATION ARRIVES BY AIRMAIL, SPECIAL DELIVERY. PRINCESS PEACH IS HAVING A PARTY!



When Peach throws a party at her castle, on the road between Toad Town and Shooting Star Summit, all of the dignitaries of Mushroom Kingdom attend. There's the Mayor of Shiver City, a friendly Koopa from Koopa Village, a mysterious mouse from Dry Dry Desert and, of course, everyone's favorite hero—Mario! After enjoying the company of his new friends and sampling the buffet, Mario hopes to have an audience with the princess. Peach is happy to see that Mario could attend. The plumber and the princess may be shy around each other, but they do like to be together.



BOWSER

Sure, Mario has thwarted the King of all Koopas before, but he got lucky—big time. With the wish-granting Star Rod in his mighty claws, Bowser is going to make sure that Mario's luck runs out!



MARIO

The Mushroom Kingdom's main man is always ready for adventure. He can hop and hammer his way through any challenge. When the future of the land is in question, Mario is the one to call.



All joyful moments must eventually come to an end, though, and the reunion between Peach and Mario turns sour in a hurry. Bowser, the ultimate party crasher, lifts Peach's Castle to the sky, bursts through the window and flattens Mario. Bowser is able to make such a mess of things because he has one of the most powerful and prized possessions of Star Haven, the mystic place that looks over the Mushroom Kingdom. As long as Bowser has the incredible Star Rod, no one will be able to approach his power—not even Mario. But Mario is going to give it a try. With the help of the Star Spirits and the people of the kingdom, the hero will rise again.



KAMMY KOOPA

Bowser's right-hand Koopa is a witch with a firm grasp of magic and the goings-on of the Mushroom Kingdom. She is the brains that complement Bowser's brawn.



PRINCESS PEACH

Far from helpless, Princess Peach works from the inside. With the help of a Star Kid named Twink, the princess keeps Mario informed about Bowser's latest moves.



TEAMMATES

A crew of eight able adventurers joins Mario on his quest to keep the Mushroom Kingdom Bowser-free. Every member of the team has a set of special abilities and powerful attacks to bring to the party.

MARIO'S MOVES

MARIO HAS A TOOLBOX FULL OF TRICKS THAT HE CAN USE TO OVERCOME THE CHALLENGES SET BY BOWSER AND HIS BAND OF BADDIES. GET ACQUAINTED WITH THE CONTROL SCHEME, FIND OUT ABOUT MARIO'S BADGES AND TOOLS, THEN GET STOMPING!



CONTROLLER FUNCTIONS

MOVE

Mario may be two-dimensional, but he can move in all directions. Put your thumb on the Control Stick and make Mario go.

START MENU

The Menu shows everything that you need to know about your current state with six different pages of pertinent information.



JUMP, LISTEN, CHECK

Press the A Button for all-purpose activities. You can use it to talk to villagers, read signs, shake bushes, open doors and perform many other actions. When you're out in the open field, you can use it to jump.



Z SPIN DASH

Press the Z Button for a short burst of speed. You'll be able to zip past some enemies and defeat others if you're wearing the right Badges.



B HAMMER

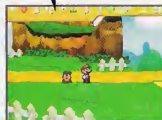
Mario has always been good with a Hammer. Press the B Button to give it a swing. You can use it to break blocks, shake trees and engage with enemies.



A CHECK STATUS

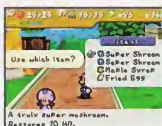


Tap the top C Button to make the status bar appear. The bar shows your current Heart Points, Flower Points, Star Points and collected Coins—all very useful information for the adventurer on the go.



USE AN ITEM

By pressing the left C Button, you can bring up a list of your standard items. If you want to recharge your Heart Points or Flower Points, select the appropriate item, then press the A Button.



CHANGE PARTNERS

Press the right C Button to call up a list of party members. A pointer singles out the name of your current partner. Move the pointer up or down the list, then press the A Button to select a new partner.



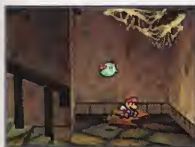
USE PARTNERS

Every member of your party has a special ability that you can use while exploring the field. Press the bottom C Button to fly with Parakarry, swim with Shushie, learn from Goombarto or use any of your other partners' special skills.



TOOLS OF THE TRADE

As you explore the Mushroom Kingdom, you'll encounter many different types of obstacles. For every obstacle, there is a tool that will help you break through to the other side. Your Boots are made for stomping and crushing. Your Hammer breaks big blocks and smashes enemies. Look for Boot and Hammer upgrades for more obstacle-eliminating power.



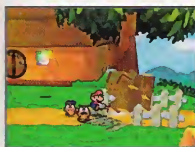
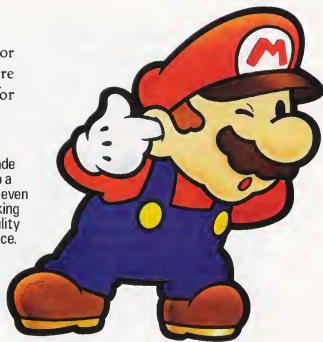
SUPER BOOTS

Super Boots give you the power to Spin-Jump. With that move, you can crash through floor panels and shake the ground to find hidden Star Pieces.



ULTRA BOOTS

Ultra Boots upgrade your Spin Jump to a Tornado Jump for even more ground-shaking power and the ability to break through ice.



HAMMER TRIO

Three different Hammers offer a succession of increasing power. The original Hammer breaks standard Blocks. The Super Hammer destroys Stone Blocks. The Ultra Hammer pulverizes shiny Metal Blocks.

PUT BADGES TO THE TEST

There are 80 Badges spread throughout the Mushroom Kingdom. Each Badge brings something new to your adventure. Some enable ways to attack your enemies. Some provide defense. Others add to your abilities in a variety of other ways. When you build up your maximum Badge Points, you can wear more Badges at a given time. Some Badges work well in combination with others. Collect them and develop Badge strategies for every situation.



BADGE ATTACK

Attack Badges give you new Hammer and Boot techniques for more powerful and versatile attacking ability. Try them out and find your favorites.



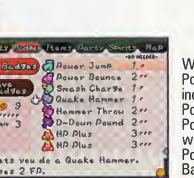
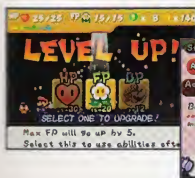
BADGE DEFENSE

A variety of Badges offers powers that contribute to your defense, allowing you to dodge attacks or lose fewer Heart Points when you're hit.



SPECIAL POWER

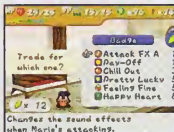
Some Badges can be used for powers that don't fall easily into categories. You'll find descriptions of every available Badge on pages 112-115.



When you collect enough Star Points to raise your level, you can increase your maximum Heart Points, Flower Points or Badge Points. You need Badge Points to wear most Badges. Upgrade Badge Points to wear more powerful Badges and more Badges at once.

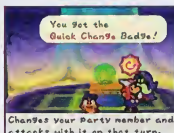
BADGE COLLECTION

There are three ways to collect Badges. You can find them out in the field, buy them from Rowf's Badge Shop in Toad Town or trade for them with Merlow on the second floor of Merluvlee's House. Give Merlow Star Pieces. He'll give you Badges.



TRADE

Merlow's connections to Star Haven account for his interest in Star Pieces. Use them to trade with Merlow to collect his 15 Badges.



FIND

You'll accumulate many Badges by finding them in the field or by doing favors for the citizens of the Mushroom Kingdom.



PURCHASE

Rowf has a variety of 16 different Badges that he offers at his shop, three at a time. Save up your Coins and go shopping.

BATTLE BASICS

PAPER MARIO USES A TURN-BASED FIGHTING SYSTEM THAT INTEGRATES ACTION-ORIENTED ELEMENTS INTO THE BATTLE. VICTORY WILL REQUIRE GOOD FIGHTING STRATEGY AND COULD HINGE ON YOUR ABILITY TO PUSH BUTTONS AT THE RIGHT TIME.



RULES OF ENGAGEMENT

On your way to saving the Star Spirits and Princess Peach from Bowser's clutches, you will engage in numerous battles with a wide variety of enemies. When you square off with them on the field, you can try to avoid them or try to get in a quick hit before they hit you. Once the battle begins, you'll exchange blows with your enemies with a turn-based battle system.

FIRST STRIKE



If you manage to hit the enemy with your Boots or Hammer on the field, the battle will begin with your First Strike on the party leader. Careful! Stomping spiked enemies could hurt you more than it hurts them.

SQUARE OFF



FIGHT



When the battle begins, you'll exchange blows with a group of enemies led by the enemy that you encountered on the field. If there's no First Strike, you'll attack first.

THE ENEMY ATTACKS



If an enemy engages you by attacking first, the battle will begin with the lead enemy in the party getting in a quick First Strike.

REWARD



After a successful battle or an enemy-crushing First Strike, a collection of objects often spills out onto the field. They include Coins, Hearts, Flowers and useful items.

VICTORY



Victory over enemies earns you Star Points. For every 100 Star Points that you collect, you will be able to raise Heart Points, Flower Points or Badge Points.

DEFEAT



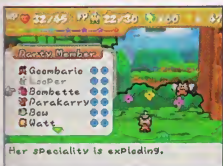
If your enemies hit you with enough power to use up all of your Heart Points and Life Shrooms, you will go down in defeat. You'll have to start over from your last save.

BATTLE PLAN

Every battle is turn-based. After you have a chance to attack, your enemies take their turn. During your turn, there are several actions

that you can take. The options are arranged in a menu. The following entries explain each of those options and its consequence.

STRATEGIES



CHANGE MEMBER

If your partner isn't right for the fight at hand, you can change partners during Mario's turn or your partner's turn.



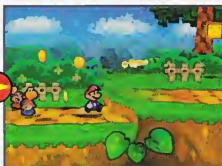
DO NOTHING

If Mario or your partner is not equipped to fight a particular enemy party, you can skip a turn.



RUN AWAY

If you're not ready to fight, you can try to run away. Press the A Button quickly to increase your chances.



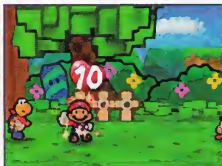
When you successfully run from a battle, your enemy won't be able to attack for a moment and you will lose some Coins.

ITEMS



ATTACK

Some items have the power to hurt enemies. Many of those items target all of the enemies in the party at once.



RECOVER

You can recover Heart Points and/or Flower Points with a large collection of items. Use them before or during battle.



DEFEND

Defense is the key function of a few items. Stone Cap, Volt Shroom and Strange Cake fit into that category.



SPECIAL POWERS

You can put enemies to sleep, make them dizzy or perform other enemy-weakening functions with some items.

JUMP



Use the power of your Boots to fly into the air and stomp airborne or ground-bound enemies.

HAMMER



Take a swing by selecting a Hammer attack. The Hammer is more effective on spiked enemies than your Boots.

STAR SPIRITS



Every Star Spirit that you save from Bowser's grasp will reward you with a new Star Power. You can call on the Star Spirit Powers in battle to help you recover or to attack your enemies.



PARTNER POWER

Every member of your team uses a collection of unique attacks. When you get to know your partners and their abilities, you'll learn when to call on each of them.



SWITCH

If you'd like to switch the places of Mario and your partner before either has taken a turn, press the Z Button.



TAKE ACTION WITH THE ACTION COMMAND

Early in your adventure, Princess Peach will send the Lucky Star pendant to you via Twink. It enables you to use the Action Command in battle. With the Action Command, you can add power to your attack or your defense if your timing is right. Every method of attack is associated with a different button-pushing Action Command technique. As you play, your ability to carry out the Action Command will increase and it will probably help you out of a few tight scrapes.



BUTTON MASHER

Several of your partners have attacks that will gain considerable strength if you press the A Button quickly and repeatedly as the attacker prepares to fight.



TRICKY TIMING

Jumping and swooping attacks require that you press the A Button as the attacker hits the enemy. If you are successful, the attack will cause additional damage.

AIMING ATTACK

Two different attacks—Parakarry's Shell Shot and Lakilester's Spiny Flip—require that you aim before you attack. In both cases, it's easier to attack larger targets.



COUNTDOWN SMASH

To take advantage of the Action Command in a Hammer attack, you must hold the Control Stick to the left during a countdown then let go at the right moment.



CONTROL STICK ACTION

Some partners use attacks that you can charge up by pressing the Control Stick to the left quickly and repeatedly. Bow's Stomp attack and Fan attack are powerful examples.



PRECISE PROTECTION

With the Action Command, you can avoid some attacks and soften the blow on others if you press the A Button at the moment of contact.

KNOW YOUR ENEMIES

The nature of the enemies in a particular situation should influence your choice of attacks, partners and Badges. Unless you are wearing the Spike Shield Badge, it is useless to Jump-attack a spiked enemy. If you are going up against enemies with hard shells, you may not have much luck with partners that rely on slapping and hitting attacks. If you are going to face enemies that can make you dizzy or poison you, the Feeling Fine Badge is a must.

WRONG



RIGHT



FLIGHT FIGHT

Some attacks have no effect on flying enemies. When you know that you will face flying enemies, choose Badges and a partner with that in mind.

OVER THE LINE

Ground-bound attacks always target the enemy at the head of the party. Airborne attacks allow you to fly over the enemies' front line defense.



THE FORMULA FOR SUCCESS

If you know the power of a given attack method and the defensive rating of your enemy, you can calculate how many points of damage you will inflict. Subtract the defensive rating from the power of the attack to arrive at your answer. That formula will come in handy especially if you use Goombario's Tattle or the Peekaboo Badge to examine your enemy's remaining Heart Points. See the enemy list on pages 100 through 111 to take a look at their stats.



THERE'S MORE TO THE FIGHT THAN FIGHTING

A large part of formulating a winning battle strategy is knowing that you can do more than carry out attacks and try to defend yourself when the enemy attacks you. Be sure to make the best use of all the items at your disposal and to call on the powers of the Star Spirits when you need their help. You can also use the abilities of some of your partners to shield yourself from attacks or make yourself invisible to your enemies.



THE RIGHT STUFF



LIFE SHROOM

The Life Shroom is your life-line against incredibly powerful enemies. If they hit you with a fatal attack, the Life Shroom will revive you.



THUNDER RAGE

You'll often face large groups of enemies at once. Be sure to have some items that attack multiple enemies, like Thunder Rage.



DIZZY DIAL

Your enemies won't be able to attack you for a few turns if you make them dizzy. The Dizzy Dial will do just that for most enemies.



REPEL GEL

By using Repel Gel, you can elude enemies for a moment and get another chance to inflict damage without losing Heart Points.

BADGE POWER

Some Badges have powers that are not very helpful in most circumstances but can be incredibly valuable in specific situations. All of the shields are like that, as is the Feeling Fine Badge. The following examples single out three Badges that you should remember to wear if the situation calls for their special powers.



ICE POWER

The Ice Power Badge increases your effectiveness against fire-based enemies. It'll be handy in Mt. Lavalava and Star Way.



BUMP ATTACK

If you're going up against weak enemies, you can plow right through them with the Bump Attack Badge, available from Rip Cheato.



SPIKE SHIELD

When going up against spiked enemies, the Spike Shield Badge is a must. It allows you to stomp without taking damage.

MEET THE TEAM

THE JOB OF SAVING THE STAR SPIRITS AND DEFEATING STAR ROD-BEARING BOWSER IS TOO BIG FOR ONE MAN, EVEN IF THAT ONE MAN IS MARIO. YOU NEED HELP, AND YOU'LL GET IT FROM EIGHT ABLE PARTNERS, EACH POSSESSING SPECIAL POWERS.



GOOMBARIO



A young member of the Goomba family in Goomba Village, Goombario has always been a big fan of Mario. Like most Goombas, he has a hard head and a fighting spirit. He knows a great deal about the Mushroom Kingdom and will clue you in on most anything you'd like to know.

HEADBONK

FP : 0

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 4 HP
ULTRA ATTACK: 3 OR 6 HP

Goombario leaps high into the air, flips and pounds his enemies with a strong head-to-head blow—great for fighting other Goombas.



TATTLE

FP : 0

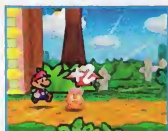
With extensive knowledge of the Mushroom Kingdom, Goombario can use Tattle to tell you about enemies and reveal their Heart Points.



CHARGE

FP : 1

By using the Charge, you can raise Goombario's attack power by two points for his next attack—great in combination with Multibonk.



MULTIBONK

FP : 3

ULTRA ATTACK: UNLIMITED HP

If you're a fan of the Power Bounce Badge, you'll like Multibonk. With good timing, you can use it to pound your enemy repeatedly.



KOOPER



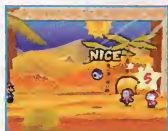
The happy-go-lucky Koopa from Koopa Village will join your party after you retrieve his shell. When you have him by your side, you can use his shell to pick up items or hit objects that are out of your reach. His shell flies away then comes back, like a boomerang.

SHELL TOSS

FP : 0

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 3 HP
ULTRA ATTACK: 3 OR 5 HP

While executing his standard attack, Kooper retreats into his shell, spins and blasts off, hitting the enemy at the head of the party.



POWER SHELL

FP : 3

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 3 HP
ULTRA ATTACK: 3 OR 5 HP

Kooper's Power Shell attack is a Shell Toss that hits all of the enemies in the party. It's very effective against big parties of weak enemies.



DIZZY SHELL

FP : 4

The Dizzy Shell attack is a specialty of the Dark Koopas in Toad Town Tunnels. With it, you can attempt to make all enemies in the party dizzy.



FIRE SHELL

FP : 5

ULTRA ATTACK: 1 TO 6 HP

Kooper heats up and hits all enemies in the attacking party with his blazing Fire Shell attack. It's great for fighting a large number of baddies.





BOMBETTE

If you're facing a wall with nowhere to go, Bombette may be able to help you find your path. The helpful Bob-omb can blow open walls and rocks that already show some signs of stress or fracture. She has an explosive fighting style and can damage any enemy on the ground.

BODY SLAM

FP : 0

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 3 HP
ULTRA ATTACK: 3 OR 5 HP

With short legs and a strong body, Bombette runs and slams into her enemies for powerful results—a bold move for a small fighter.



BOMB

FP : 3

NORMAL ATTACK: 1 TO 5 HP
SUPER ATTACK: 1 TO 6 HP
ULTRA ATTACK: 1 TO 7 HP

Bombette really brings strength to the party with her Bomb attack. She can blast through any ground enemy's defenses.



POWER BOMB

FP : 6

SUPER ATTACK: 1 TO 6 HP
ULTRA ATTACK: 1 TO 7 HP

By executing a Power Bomb attack, Bombette can blast all of the ground-bound enemies in a party.

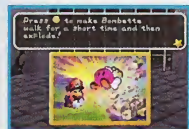


MEGA BOMB

FP : 8

ULTRA ATTACK: 1 TO 7 HP

Bombette's Ultra Rank Mega Bomb attack hits all enemies in the attacking party, even the ones in the air.



PARAKARRY

The hardest working mailman in the Mushroom Kingdom is a Parakoopa with a purpose. When you find a need to cross gaps that are too wide to jump, Parakarry will carry you to the other side. He can also carry some enemies away from the battle with his Super Rank Air Lift ability.

SKY DIVE

FP : 0

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 3 HP
ULTRA ATTACK: 3 OR 5 HP

Parakarry hovers near his target then swoops in and pounds the enemy feet first—a good attack against airborne or ground enemies.



SHELL SHOT

FP : 3

NORMAL ATTACK: 0 OR 5 HP
SUPER ATTACK: 0 OR 6 HP
ULTRA ATTACK: 0 OR 7 HP

The airborne equivalent of Kooper's Shell Toss attack has Parakarry barreling toward enemies with the protection of his shell.



AIR LIFT

FP : 3

If you're a fast button-presser, you can have Parakarry carry some enemies out of the battle with his Air Lift.



AIR RAID

FP : 6

ULTRA ATTACK: 2 TO 6 HP

Parakarry's Air Raid is like his Shell Shot with turbo power. He bounces around the battle scene, hitting every enemy in the party.





BOW

Lady Bow knows that she can take charge of any situation. As the head Boo of Boo's Mansion, she always knows how to get her way. When Bow joins your party, she'll be able to use her ghostly powers to hide you from your enemies and allow you to pass through solid objects.

SMACK

FP : 0

NORMAL ATTACK: 1 TO 4 HP
SUPER ATTACK: 1 TO 5 HP
ULTRA ATTACK: 1 TO 6 HP

Lady Bow can slap an enemy silly with her Smack attack. You'll power up her Smack with quickly repeated Left taps on the Control Stick.



OUTTA SIGHT

FP : 2

When you're outnumbered and outpowered, you can go invisible for a turn by having Bow cover you with her Outta Sight ability.



SPOOK

FP : 3

If you're quick on the Control Stick, you can have Bow expand to larger-than-life size and Spook your enemies into running away.



FAN SMACK

FP : 5

ULTRA ATTACK: 2 TO 10 HP

Bow's Fan Smack attack is almost twice as powerful as her Smack attack. Use it to hit a single enemy with as many as 10 points of damage.



WATT

After you save Watt, the captive of Big Lantern Ghost in Shy Guy's Toy Box, she can shed light on your adventure. By holding her, you can have her light up a dark room or reveal hidden blocks. She attacks enemies with minimal physical contact, making her useful against some spiked and electric enemies.

ELECTRO DASH

FP : 0

NORMAL ATTACK: 1 OR 3 HP
SUPER ATTACK: 1 OR 4 HP
ULTRA ATTACK: 1 OR 5 HP

Watt's dramatic Electro Dash is a dazzling light show that is effective against most types of enemies.



POWER SHOCK

FP : 2

With intense concentration followed by a burst of energy, Watt can Power-Shock and paralyze a single enemy for a few turns.



TURBO CHARGE

FP : 3

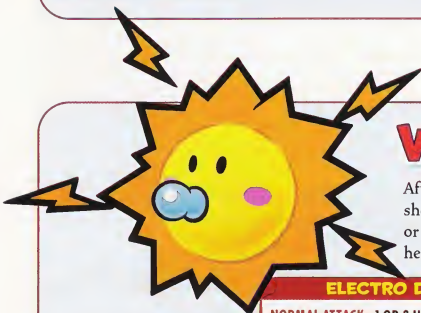
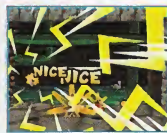
Watt directs her power on Mario with the Turbo Charge by increasing his attack power for as many as four consecutive turns.



MEGA SHOCK

FP : 5

The Mega Shock has the same paralyzing power as the Power Shock, only you can use it to paralyze all enemies in a party.





SUSHIE

Adapting to life out of water, the hapless Cheep Cheep, Sushie, has made a place for herself among the Yoshis on Lavalava Island. For the greater good of the Mushroom Kingdom, she'll take leave of the island and join your team. She can give you a ride when the situation calls for a swimmer.

BELLY FLOP

FP : 0

NORMAL ATTACK: 1 OR 2 HP
SUPER ATTACK: 2 OR 4 HP
ULTRA ATTACK: 3 OR 5 HP

Fipping and spinning, Sushie flies up and pounds enemies from above with her Belly Flop attack. It's not pretty, but it works.



SQUIRT

FP : 3

NORMAL ATTACK: 3 TO 5 HP
SUPER ATTACK: 3 TO 6 HP
ULTRA ATTACK: 3 TO 7 HP

One of the best ways to extinguish the flaming enemies of Mt. Lavalava is to use Sushie's water-spitting Squirt attack.



WATER BLOCK

FP : 3

By encasing you with a shield of water, Sushie is able to increase your defensive power for several turns.



TIDAL WAVE

FP : 6

ULTRA ATTACK: 0 TO ? HP

With some fancy button pushing, you can help Sushie pulverize an entire enemy party with a big wave.



LAKILESTER

Once compelled to fight for the forces of Bowser, the Lakitu with a 'tude will break his bonds with King Koopa and join your team. Even though it says "Lakilester" on his cloud-riding license, the green-haired Spiny-tosser calls himself "Spike." You can ride with him over dangerous terrain.

SPINY FLIP

FP : 0

NORMAL ATTACK: 0 OR 3 HP
SUPER ATTACK: 0 OR 4 HP
ULTRA ATTACK: 0 OR 5 HP

When Lakilester cocks back to toss a Spiny, you'll have a few seconds to fine-tune his aim and center the shot so that it is on target.



SPINY SURGE

FP : 4

NORMAL ATTACK: 0 TO 2 HP
SUPER ATTACK: 0 TO 3 HP
ULTRA ATTACK: 0 TO 4 HP

Lakilester's big wave of spiked Spiny's hits all enemies in the party. It may not be superpowerful, but it's a lot of fun.



CLOUD NINE

FP : 4

Like Bow's Outta Sight power, Lakilester's Cloud Nine can protect you from enemy attacks by hiding you in a cloud. But it's not perfect.



HURRICANE

FP : 5

With sweeping power, the Hurricane attack can blow some enemies out of the battle. It requires quick and steady button pushing.



MAP KEY

EVERY MAP IN THE OFFICIAL NINTENDO POWER PLAYER'S GUIDE IS LOADED WITH ICONS THAT POINT OUT PLACES AND ITEMS OF INTEREST. THE KEY BELOW EXPLAINS THE MEANING OF ALL THE ICONS THAT YOU WILL ENCOUNTER.



TOAD TOWN	AREA NAME
TO TOAD TOWN Pg. 20	AREA CONNECTION
D-DOWN JUMP	BADGE
FRIGHT JAR	ITEM
	SHOP
	TOAD HOUSE
	HEART BLOCK
	SAVE BLOCK
	SUPER BLOCK
	? BLOCK
BOSS	BOSS ROOM
A	MAP CONNECTION
	DUNGEON KEY
	DUNGEON LOCK

1

When you find a number on a map, look for a similarly numbered tip on the same page or on the next page.

POWER-UP ADVICE



HP



FP



BP

For every 100 Star Points that you collect, you will rise to a new level of Paper Mario expertise. With each Level Up, you have the opportunity to increase your maximum Heart Points (HP), Flower Points (FP) or Badge Points (BP). Which attribute should you increase? There's no set answer to that question, but you will undoubtedly meet with the most success by spreading the wealth. Start with Heart Points, then give the other categories some attention. Of course, it's your adventure, so do what pleases you.



STAR PIECES



A regular Star Piece icon points out the location of a Star Piece in the open field or one that is hidden behind an object.



A Star Piece with a burst calls out a Star Piece that you will find by shaking the ground with a Spin Jump, Tornado Jump or Super Hammer pound.



When you do someone a favor, you may be rewarded with a prize. The Star Piece and hand icon points out those events.

PROLOGUE

A PLEA FROM THE STARS



BOWSER BLASTS OFF

Princess Peach always throws memorable parties, and the gathering that starts the story is one for the books. As Luigi mingles with the guests in the main hall of Princess Peach's spacious castle, Mario has a quiet moment with the princess in her chamber. All is well until the ever-evil King of the Koopas, Bowser, crashes the party, lifts Peach's Castle into the sky with his own floating castle and pounds Mario—a distressing beginning indeed.

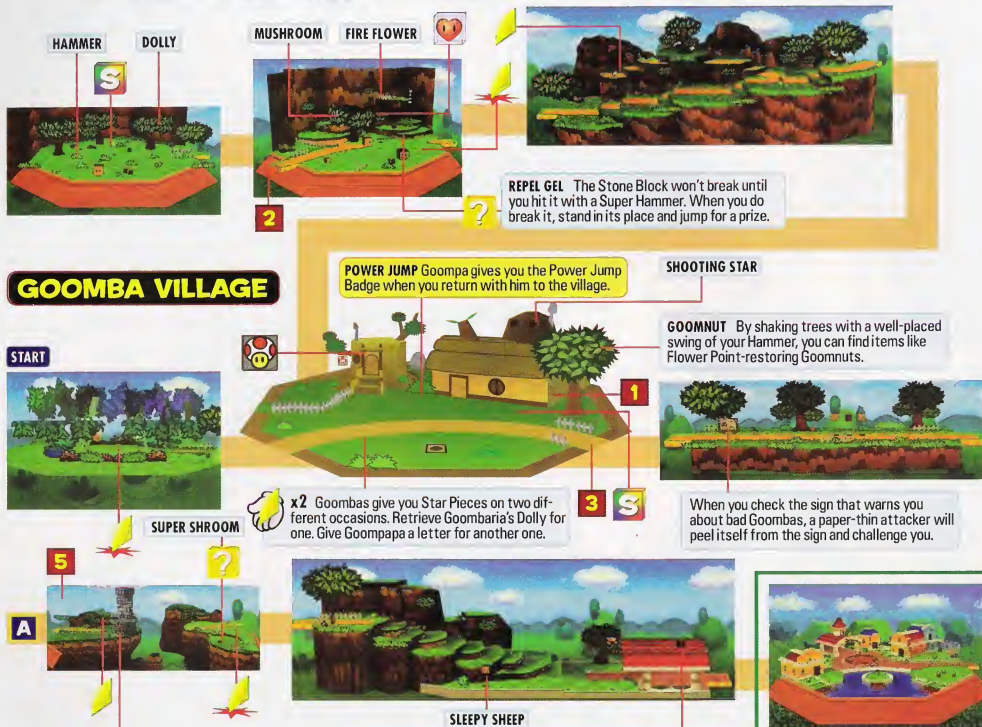


Oh, Mario!
You came to the party to see
me? You're so sweet!
Thank you!

Gua ha ha, ha ha ha!
Is that all you've got? How sad!
You'd best take some vitamins,
'cause that didn't hurt at all!

GOOMBA VILLAGE

BOWSER HAS GAINED NEW POWER FROM THE STOLEN STAR ROD. THE STAR SPIRITS NEED YOUR HELP TO TAKE BACK WHAT BELONGS TO STAR HAVEN AND THE MUSHROOM KINGDOM. YOUR JOURNEY BEGINS.



REPEL GEL The Stone Block won't break until you hit it with a Super Hammer. When you do break it, stand in its place and jump for a prize.

GOOMBA VILLAGE

START



POWER JUMP Goompa gives you the Power Jump Badge when you return with him to the village.

SHOOTING STAR

GOOMNUT By shaking trees with a well-placed swing of your Hammer, you can find items like Flower Point-restoring Goomnuts.



When you check the sign that warns you about bad Goombas, a paper-thin attacker will peel itself from the sign and challenge you.

SUPER SHROOM

x2 Goombas give you Star Pieces on two different occasions. Retrieve Goombaria's Dolly for one. Give Goompapa a letter for another one.



SLEEPY SHEEP

After you've dealt with the Goomba King and the other blobbish baddies, you will be free to explore the grounds. You'll find a Blue Switch in a bush. Push it to make the castle unfold and bridge the wide gap.



HAMMER THROW Shake the tree that grows just outside of Toad Town to release a jump pad, then bounce up to the top of the Toad Town entrance to find a Badge.

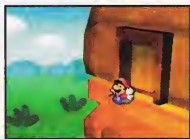


TOAD TOWN

SEE Pg. 20

1 TOOL TIME

Not long into your Goomba Village visit, Kammy Koopa will cause trouble by dropping a big block onto the path that exits the village. The only way to break a block that big is with a big Hammer. Goomba has such a tool. On your second visit to Goomba's veranda, the veranda will collapse and your search for the Hammer will begin



2 HAMMER IT HOME

Goomba will advise you to explore thoroughly and shake every bush. You never know what will fall out. Just west of Goomba Village, you'll find Goomba's Hammer in a bush. With it, you can break blocks, hit trees and flatten your foes. Your first battle is with neighborhood bully Jr. Troopa.



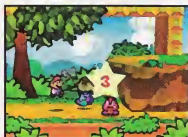
3 BREAK OUT AND BEGIN

On your return to Goomba Village, Goomba will give you the Power Jump Badge and offer a lesson in using Badges to gain special abilities. When you're ready to go, kid Goomba Goombario will join your party. Break the big block and begin your quest to save the kingdom.



4 GUARDIAN GOOMBAS

The oversized Goomba guards, Red Goomba and Blue Goomba, protect the path to the Goomba King's fortress on the way to Toad Town and beyond. They talk the talk, but they don't pack much of a wallop. Make sure that you're wearing your Power Jump Badge and hit them hard.



5 KING-SIZED BATTLE

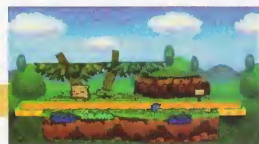
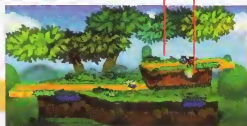
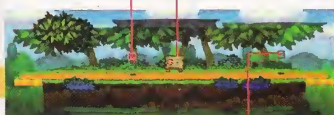
Your first big fighting challenge comes in the form of the Goomba King and his followers. You can use a Fire Flower or shake a Goomnut from the Goomnut tree to hit all three attackers at once, then finish off the Goomba King with Power Jumps and Goombario's Headbonk.



CLOSE CALL



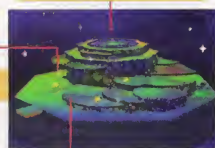
MUSHROOM Check the sign that frames a Mushroom to earn a Heart Point-restoring item.



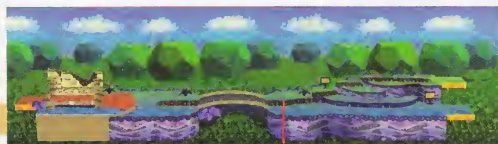
A



SHOOTING STAR SUMMIT



MERLUVLEE'S HOUSE



TOAD TOWN

TOAD TOWN IS THE HUB WHERE ALL ADVENTURES BEGIN. AS EVENTS TAKE PLACE AND YOU EARN NEW ITEMS, YOU'LL BE ABLE TO TAKE OFF FROM TOAD TOWN IN MANY DIFFERENT DIRECTIONS.



TOAD TOWN

RUSS T.'S HOUSE



2

1

MARIO'S HOUSE

3 DOJO

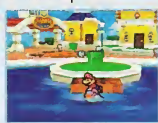


SHOP

FIRE FLOWER	10
FRIGHT JAR	5
HONEY SYRUP	10
MUSHROOM	5
POW BLOCK	5
SLEEPY SHEEP	10

TO GOOMBA VILLAGE Pg. 18

After your adventure on the Island of Lavalava, you'll be able to skim over water with your new pal, Sushie. Take her to Toad Town Pond, swim out to the pipe in the middle of the water, then sink down to find a Super Block.



TO SHY GUY'S TOY BOX Pg. 58
CHAPTER 4

13 CHET RIPPO

Work your way around the boxes in Toad Town's port, jump onto the short box, then hop up to the others to find a 10-Coin Block.



BEAUTIFUL LYRICS

ATTACK FX D

14

CLUB 64



SHOP

DIZZY DIAL	15
STONE CAP	30
SUPER SHROOM	20
TASTY TONIC	5
THUNDER RAGE	20
VOLT SHROOM	10

TO LAVALAVA ISLAND Pg. 64
CHAPTER 5

6 SHOOTING STAR SUMMIT

7 MERLUVLEE'S HOUSE

TO SHOOTING STAR SUMMIT

The sign outside of Merlon's place offers Toad Town News Flashes—information on current events and on news around Toad Town.

MERLON'S HOUSE

QUICK CHANGE Three ground-pounding jumps in Merlon's House will get you a very useful Badge.

5

POST OFFICE

TO KOOPA VILLAGE Pg. 28
CHAPTER 1

TO FLOWER FIELDS Pg. 74
CHAPTER 6

When you have the four Magical Seeds, kept by Bub-ulots in the far corners of the Mushroom Kingdom, Minh T. will plant them in the Toad Town Garden and cause the portal to the Flower Fields to appear. A Star Spirit is held there.

8 BADGE SHOP

TO TOAD TOWN TUNNELS Pg. 24

9 TAYCE T.'S HOUSE

The earthshaking removal of Princess Peach's Castle has caused debris to fall and block the way. It'll be cleared after you complete Chapter 1.

TO FOREVER FOREST Pg. 46
CHAPTER 3

MAGICAL SEED

10 PLAYROOM

The Forever Forest guard, Fice T., is the addressee of a letter. When you have Fice T.'s letter, talk to him with Parakarry at your side. The mailman will deliver, and the guard will reward you with a Star Piece.

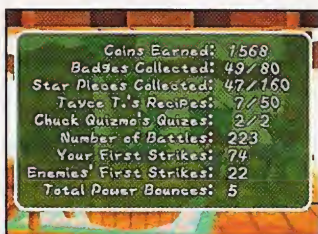
TO MT. RUGGED Pg. 34
CHAPTER 2

11 LI'L OINK FARM

12 TRAIN STATION

1 MARIO'S HOUSE

The pipe on the west end of Toad Town leads to Mario's House. Go there to check up with Luigi and to take a look at your current accumulated stats. When you check the blackboard in the main room, the screen will fill with information about your accomplishments, including the number of Badges that you've collected and the number of battles that you've won.



2 RUSS T.'S HOUSE

Russ T. is one of the smartest Toad Town citizens. He'll fill you in on info about your adventure and on game controls. He'll also play a role in Chapter 4, translating the Mystery Note that was written in the language of the Shy Guys.



3 DOJO

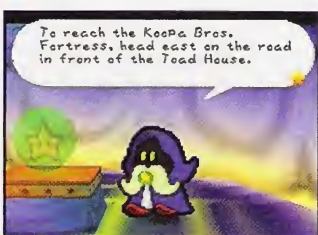
If you want to know how your fighting skills match up with the experts, you can challenge the members of the Toad Town Dojo to a friendly battle. As you win battles—first fighting Chan, then Lee, then the Master—you'll earn cards that show your accomplishments like belts in karate and other martial arts. When you beat the Master for the third time, he will give you the Diploma.



ENEMY	HP	ATTACK	DEFENSE	REWARD
CHAN	15	2	2	1ST-DEGREE CARD
LEE	20	5	0	2ND-DEGREE CARD
MASTER 1ST BATTLE	50	6	0	3RD-DEGREE CARD
MASTER 2ND BATTLE	75	8	0	4TH-DEGREE CARD
MASTER 3RD BATTLE	99	10	1	DIPLOMA

4 MERLON'S HOUSE

The mystic magician of Toad Town lives in the house with the spinning roof. Merlon offers helpful advice about where you should go next for a small fee. The light show in his house is worth the price of admission alone.



5 POST OFFICE

You can keep up on correspondence from the citizens of the Mushroom Kingdom at the Toad Town Post Office. Stop by to read letters from friends and enemies. When you return a bag of stolen mail to the office, you'll get a prize.



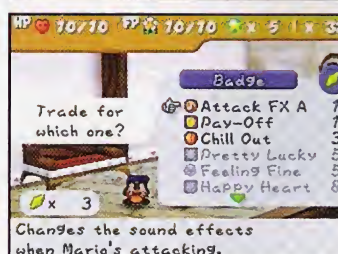
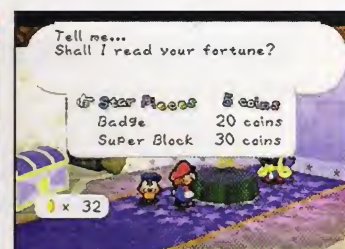
6 SHOOTING STAR SUMMIT

You'll find Shooting Star Summit north of Toad Town, past the grounds of Peach's Castle and up the hill. The summit is the closest place in the Mushroom Kingdom to Star Haven, and it is where you will talk to the Star Spirits.



7 MERLUVLEE'S HOUSE

The granddaughter and grandson of Merlon, the Toad Town magician, live in a house south of Shooting Star Summit. Merluvlee, the fortune-teller, offers information about the location of Star Pieces, Badges and Super Blocks for a small fee, and her treasure chest has a mystic connection to the chest in Peach's Castle. Go to the second floor to exchange Star Pieces for Badges with Merlow.



There are 160 Star Pieces in the Mushroom Kingdom. Collect them all and exchange them for Badges with Merlow in Merluvlee's House. See page 112 for a list of his Badges.

8 ROWF'S BADGE SHOP

There are three sources for Badges in the Mushroom Kingdom. You can exchange them for Star Pieces with Merlow, find them in the field or buy them at Rowf's Badge Shop. Rowf's Shop will be open after you clear Chapter 1.



9 TAYCE T.'S HOUSE

Tayce T. is the best chef in Toad Town. She can cook up almost anything with her Frying Pan and items that you collect out in the field. When you bring her the Cookbook, she'll be able to make items with multiple ingredients. See page 123 for a recipe list.



10 PLAYROOM

By doing favors for Koopa Koot in Koopa Village, you can earn the Silver and Gold Credits, among other things. By showing those credentials to the proprietor of the Playroom in the Toad Town Underground, you can participate in a pair of games that give you the chance to win or lose a lot of Coins. Try your luck!

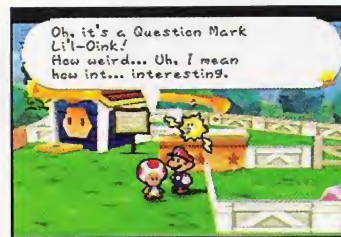


To succeed in the Jump Attack game, you'll need pure luck. The Smash Attack game requires keen observation and smashing skill.

11 LI'L OINK FARM

Li'l Oinks are timid creatures that hatch from eggs. Hit the bar that hangs from the edge of the barn. The bar will spin, at a cost of 10 coins, and an egg will roll down the shoot. Break the egg to hatch a Li'l Oink. There are 10 types, including Gold and Silver. If you collect more than 10, some will exit and leave items in their place. The table matches Li'l Oinks to the items they leave.

LI'L OINK	ITEM
BLACK	DRIED SHROOM
FLOWER	MAPLE SYRUP
GOLD	ULTRA SHROOM
PINK	FIRE FLOWER
QUESTION MARK	REPEL GEL
SHROOM	LIFE SHROOM
SILVER	JAMMIN' JELLY
STAR	SHOOTING STAR
TIGER	THUNDER RAGE
WHITE	SUPER SHROOM



12 TRAIN STATION

As Chapter 2 begins, you take the train to scenic Mt. Rugged from Toad Town Train Station. When you arrive at the station, you'll find that a rock blocks the tracks. Use Bombette to blast the rock and clear the way. All aboard!



13 CHET RIPPO

Chet Rippo offers to upgrade your maximum Heart Points, Flower Points or Badge Points for the low, low cost of 39 Coins. He will upgrade your choice of those attributes, but he'll downgrade the other two in the process. Beware!



14 CLUB 64

One of Toad Town's favorite singers, the Pop Diva, was shaken up by the uprooting of Princess Peach's Castle. You'll find the singer in Club 64, near Toad Town's port. Another patron of the club is a clever lyricist. After you talk to the lyricist, talk to the composer in Dry Dry Outpost, then talk to the lyricist again, he'll give you the Beautiful Lyrics. Return to the composer. She'll give you the Soothing Melody. Return to the club and watch the Pop Diva sing.



TOAD TOWN TUNNELS

PART OF WHAT MAKES TOAD TOWN THE HUB OF THE MUSHROOM KINGDOM IS THE EXTENSIVE UNDERGROUND TUNNELS SYSTEM. YOU CAN TAKE THE PIPES OF THE TOAD TOWN TUNNELS TO A VARIETY OF DESTINATIONS, INCLUDING REMOTE SHIVER CITY.



TOAD TOWN TUNNELS

AFTER CHAPTER 2

SNOWMAN DOLL

TO KOOPA VILLAGE
Pg. 28

TO DRY DRY
OUTPOST Pg. 38

TO GOOMBA
VILLAGE Pg. 18

Use the Super Hammer to break through the Stone Block and establish a quick route to three distant locations.

TO TOAD TOWN
Pg. 20

START

S

After your journey to Boo's Mansion, you'll be able to break through the wood panel with a Spin Jump. Drop down the hole for access to a Boo's Mansion shortcut and a Super Block.

POWER SMASH

AFTER CHAPTER 5

Once you've been through Mt. Lavalava, you'll have what it takes to reach a Super Block in the deep underground. Smash the Metal Block with your Ultra Hammer.

TO YOSHI'S VILLAGE
Pg. 64

AFTER CHAPTER 3

Roll the blue block to the edges and the middle of the pattern, then jump from it to make coin blocks appear. Use those blocks as a bridge.



Before the pipe to Boo's Mansion appears, you must face a group of dizzying Dark Koopas. Wear the Feeling Fine Badge for protection.



TO BOO'S MANSION
Pg. 48

ULTRA BOOTS

AFTER CHAPTER 6

?

LIFE SHROOM

1 2 3 BATTLE THE BLOOPERS

Increasingly strong Bloopers challenge you in three different Toad Town Tunnels locations. No matter where you go first, you'll always battle the Bloopers in the same order. As they increase in power, they

also increase in size. The Super Blooper is so large that you'll wonder how it got into the underground in the first place. You can fight off all three with the same basic moves: stomp and defend.



You should be able to fight off the basic Blooper with very little trouble. Hit it with your most powerful jumping attack and use an airborne partner.



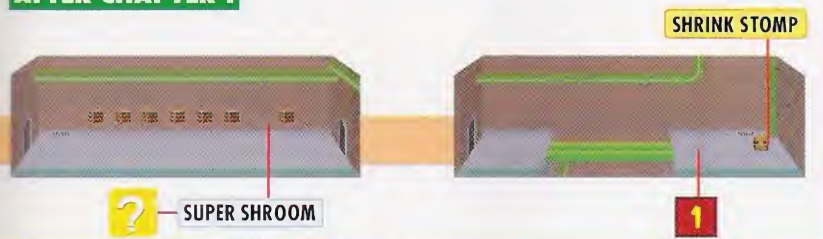
The Electro Blooper can charge itself with electricity, creating a shocking defense. Hit it with attacks that don't require physical contact.



Taking up about a third of the screen, the Super Blooper is big and strong. Don't go into the battle unless you're really prepared to fight.



AFTER CHAPTER 1



There's no need to fear the bed of spikes when Lakilester is on your team. Use the Lakitu's cloud to float over the dangerous path and continue on the path to the Ultra Boots.



AFTER CHAPTER 6

The only way to get to Shiver City from Toad Town is through a pipe transport. After you've created a bridge from formerly invisible blocks, you'll reach a frosty blue door that marks the entrance to the room with the Shiver City pipe.

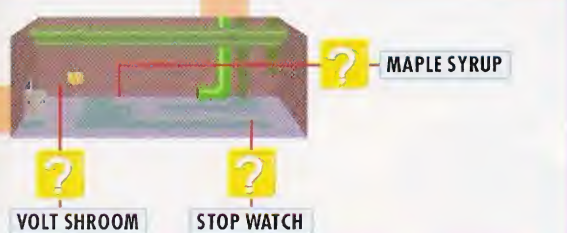


TO SHIVER CITY
Pg. 80



SHOOTING STAR

MAPLE SYRUP



VOLT SHROOM

STOP WATCH

AFTER CHAPTER 4



TO TOAD TOWN
Pg. 20

ENEMY	HP	ATTACK	DEFENSE
BLOOPER	30	3	0
ELECTRO BLOOPER	50	4	0
SUPER BLOOPER	70	5	0

Rip Cheato's place is on the other side of a weak wall. He won't tell you what he's selling, but everything costs 64 Coins. The sales pattern for Cheato is listed below.

- x3 1 STAR PIECE
- 2 LIFE SHROOM
- 3 BUMP ATTACK
- 4 REPEL GEL
- 5 STAR PIECE
- 6 SUPER SHROOM
- 7 MUSHROOM
- 8 DRIED SHROOM
- 9 DRIED SHROOM
- 10 STAR PIECE
- 11 DRIED SHROOM



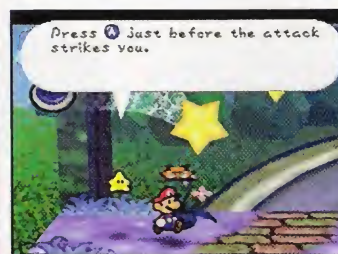
PEACH'S CASTLE

After you've guided Mario past King Goomba and his Goomba faithful, the scene will switch briefly to events within the walls of Princess Peach's Castle. As every good villain does, Bowser explains to the innocent Peach how it is that he came to have such incredible power over the citizens of the Mushroom Kingdom. It's all thanks to the stolen Star Rod, which makes him invincible as long as the seven Star Spirits are scattered and away from their home in Star Haven. When Bowser takes leave of Peach, the princess wishes for help. She gets it in the form of an apprentice Star Spirit named Twink. Together, Twink and the princess decide that they will work on the inside, helping Mario with information on Bowser's evil plans.



A LUCKY STAR APPEARS

As Mario and Goombario return to Toad Town after talking to the images of the captured Star Spirits on Shooting Star Summit, the helpful Star Twink drops from the sky with a message from Princess Peach. The princess wants Mario to know that she is OK and that she is counting on him to save the kingdom. For help in his long battle, Peach wants Mario to have the Lucky Star, a pendant that will give you the ability to execute the Action Command for added attack power and defense.



With the Lucky Star, you can bring power to your attacks and add defensive strength, as well. It's all in the timing. Push the right buttons at the right time to pummel your opponent. If you press the A Button at the moment that the enemy comes in contact with you, you'll soften the blow.



CHAPTER 1

STORMING KOOPA BROS. FORTRESS



UNFUN GUYS IN DISGUISE AS FUNGI

Once Twink has taught you the Action Command, visit Merlon in Toad Town. The reclusive wizard will answer his door the second time you try to enter it. Inside, he'll tell you to take the eastbound road in front of the Toad House, but four shady mushroom kids are blocking the way. If you talk to Merlon after confronting them, the wizard will reveal the kids to be the Koopa Bros., and they'll get out of your way.



KOOPA VILLAGE

ONCE THE QUIET HOME OF THE KOOPAS, KOOPA VILLAGE HAS BEEN OVERRUN BY FUZZIES. THE FURBALLS HAVE STOLEN THE TURTLES' SHELLS, AND YOU MUST HELP THE KOOPAS OVERCOME THEIR SHELL SHOCK.



PLEASANT PATH

DIZZY ATTACK FRIGHT JAR

POW BLOCK

1

SLEEPY SHEEP

START



TO TOAD TOWN Pg. 20

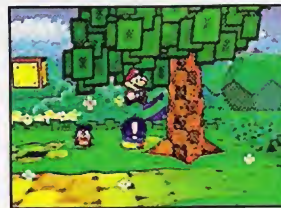


Once Kooper has joined your party (see step 3 on page 29), you'll be able to launch him off the peninsula into the island home of the stranded Star Piece.

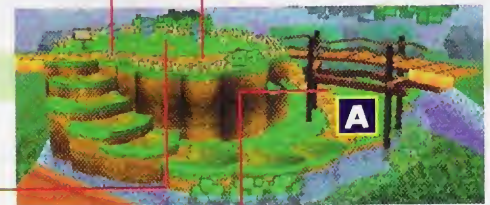
Before heading east, descend the stair-stepped ledges to reach the Attack FX B Badge, as well as point A, which leads to Koopa Village.

1 SECRET BLUE SWITCH

You need to cross the water, and the switch tucked away in the tree will help you do it. Hammer the tree, then activate the bridge switch that will fall from its branches.



HONEY SYRUP



A

2 OUT OF THEIR SHELLS

Reclaim the Koopas' shells from the Fuzzies by bopping the block and Hammering the tree. To Hammer the shell in the sandy circle, you must sneak up on it by walking slowly.



ATTACK FX B On the lower path, Hammer the left, then right, then rear block. When the Red Block appears, hit it to uncover a sound effects Badge.



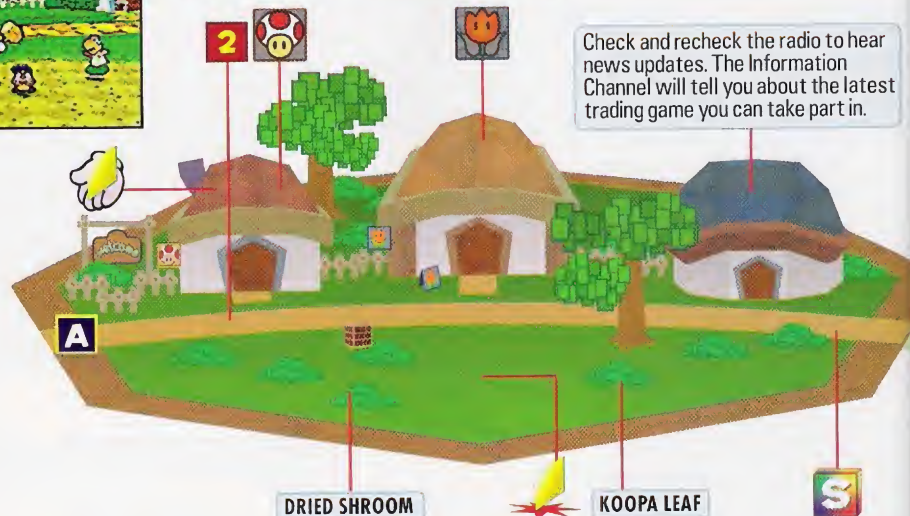
KOOPA VILLAGE

2



Check and recheck the radio to hear news updates. The Information Channel will tell you about the latest trading game you can take part in.

SHOP	
DIZZY DIAL	10
FIRE FLOWER	8
HONEY SYRUP	8
MUSHROOM	4
POW BLOCK	4
VOLT SHROOM	15



A

DRIED SHROOM

KOOPA LEAF



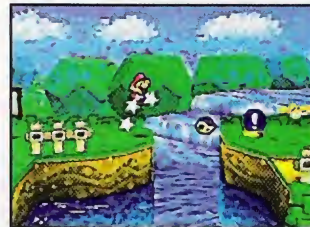
3 SHELL GAME

Enter Kooper's house, then follow the runaway Fuzzy out the back door. The shell stealer will lead you to a wooded area where it will challenge you to find its hiding place in one of four trees. Carefully watch the shell as it zips around the tree-tops, then Hammer the tree where the Fuzzy decides to nest. If you can find the hiding spot three times, you'll win back Kooper's shell and the grateful turtle will join your party.



4 KOOPA KICKS

With Kooper in your clan, you'll be able to launch the turtle across small gaps to retrieve or activate distant items. One such item that Kooper can activate is the switch on the path to the Koopa Bros. Fortress. Backtrack out of Koopa Village and take the path that leads east over the bridge above the A on the map on page 28. When you reach the stream, press bottom C to kick Kooper to the opposite bank and into the switch that'll activate a bridge.



THUNDER BOLT Since Mario can't jump high enough to bop the block, let Kooper do the work. If you launch him from the overlooking ledge, he'll snag the electrified item.

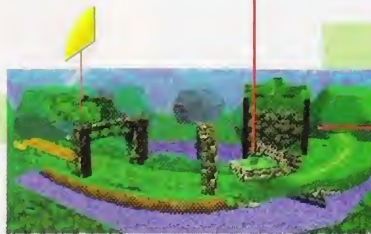


4

FIRE FLOWER

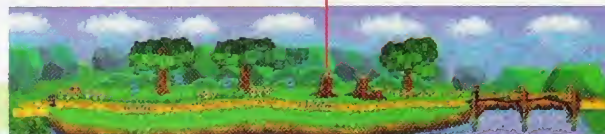


FP PLUS Once you have freed Bombette from the fortress and she has joined your party, you'll be able to bomb the cracked wall by the warp pipe. Enter the tube to teleport to the FP Plus Badge.



TO KOOPA BROS. FORTRESS Pg. 30

HP PLUS After winning back Kooper's shell, launch your new turtle partner from the tree stump to score the badge that'll boost your maximum HP by five.



3



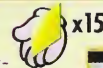
KOOPER'S HOUSE

KOLORADO'S HOUSE



KOOPA LEAF

KOOPA KOOT'S HOUSE Talk to the old turtle often to find out the latest favor he needs you to carry out. He'll reward your efforts with prizes like Star Pieces. The first favor he wants is for you to bring him a book from Kolorado's.



SEE PG. 127



As soon as Kooper is in your party, a Star Piece will appear on top of the block that once supported a stolen shell. Push the blue cube under the floating block to reach your prize.



KOOPA BROS. FORTRESS

IMPRISONED IN THE KOOPA QUARTET'S FORMIDABLE FORTRESS ARE SOME OF BOWSER'S DISGRUNTLED AND OVERWORKED BOB-OMBS. ONE MEMBER OF THE BOMB SQUAD IS SO DISHEARTENED THAT SHE'LL JOIN YOUR FIGHT AGAINST BOWSER.



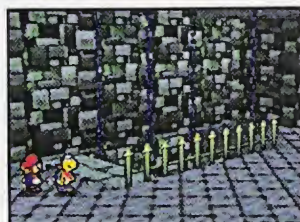
1 BOMB SQUAD

Defeat the Koopa and Bob-omb to win their key. One hit will turn a Bob-omb red, it will self-destruct in your face. Be sure to finish off all Bob-ombs in a single turn.



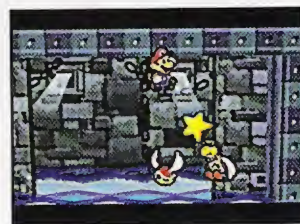
2 UPSTAIRS/DOWNSTAIRS

The stairs lead to the blocked second floor, and they can lead to the basement if you activate a switch. To uncover the button, you must defeat all the enemies in the room.



3 LOCKED IN

As soon as you enter the mid-dungeon chamber, the entrance and exit doorways slide up the walls and out of your reach. Only after you've defeated three waves of enemies will you be able to exit.



4 HOTFOOTING IT

To steal the key to the east tower passage, you must slip past the flames that sweep across the room. Avoid getting burned by jumping over the fire or dashing by pressing Z while running.



SMASH CHARGE



START

1

TO PLEASANT PATH Pg. 29

11



S

!

9



!

!



10

MAPLE SYRUP A boulder blocks a power-up down the stairs. Use Bombette to turn the blockade into rubble.

8

POWER BOUNCE



8

You can slip through the right wall of the cell, or use Bombette to blast the left corner, to get to the Power Bounce Badge.

7

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2

!



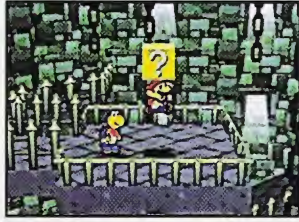
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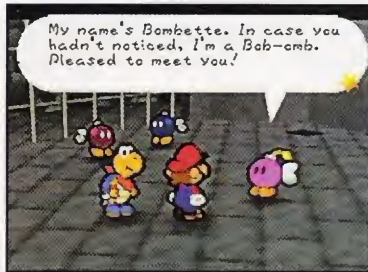
5 TRAPDOOR

The Koopa Bros. have set a trap for you, and you should play along. If you bop the block at the top of the room, you'll fall through a trapdoor. Do it, since it's your only way to meet Bombette.



6 MEETING BOMBETTE

After you land in the cell, you'll meet the pink bombshell, Bombette. The explosive character can blow up cracked surfaces—like the prison wall—so talk to her until she joins your party. If you face the crack and hit bottom C, she'll blast open an escape route.



7 KEY KABOOM

With Bombette at your side, you'll be able to blast your way into two of the cells. Both chambers have cracked walls, and if you detonate Bombette in front of the cell on the far right, you'll be able to reach the imprisoned key that will give you access to the tops of the cell blocks.



KOOPA BROS.

On the main floor of the tower, you'll find a door in the center of the screen. Press Down to open it and reach the Save Block.

8 SWITCH-HITTING

Launch Kooper into the switch atop the cell to extend a bridge. Once you've crossed it, shoot the switch again to lower the wall. Repeat the process until you've reached the end of the room.



9 REDECORATING WITH MARIO

The cracked wall in the chamber just east of the fortress entrance is too high to reach. The only way to approach it is from above. When you get to the upper chamber, hit the switch. A staircase will drop, giving you access to the wall.

10 BOMB THE WALL

Once you've lowered the stairs, trot down them to lead Bombette to her next demolition job. The stairs lead to a cracked wall, and Bombette can blow it up so you can free the next key.

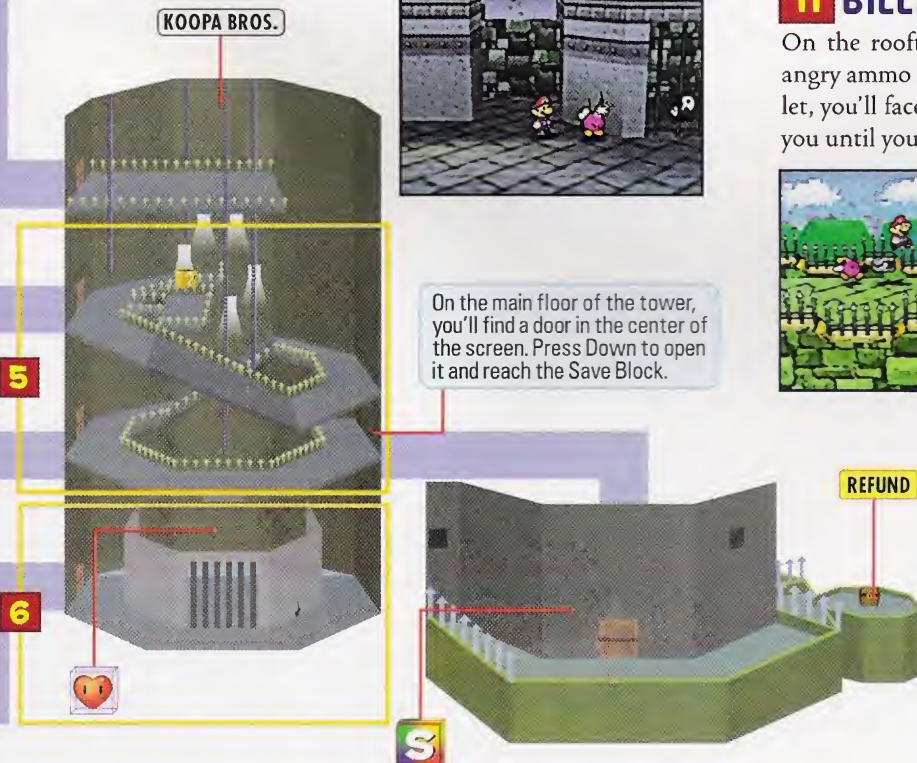


11 BILLS, BILLS, BILLS

On the rooftop, dodge the Bullit Bill fire or jump on the angry ammo to land the First Strike. At the end of the gauntlet, you'll face the Bill Blasters, which will spit Bullit Bills at you until you defeat the cannons.



The door behind the Bill Blasters leads to the boss battle, so save your progress and replenish your HP and FP on the nearby ledge.



KOOPA BROS.

The crafty Koopa Bros. have built a mechanical Bowser and will wheel it out in the first round of battle. The contraption packs a powerful punch, so put it out of commission quickly by using your special items. Once you've disabled the look-alike, the Koopa Bros. will pile up and attack you as a group. Destabilize their formation by using a POW Block, then follow up with another attack to send them toppling to the ground.



BOSS	HP	ATTACK	DEFENSE
BOWSER???	10	1	1
KOOPA BROS.	5	1	1



PEACH'S CASTLE

After you defeat the Koopa Bros., you'll play as Peach.

Bowser has locked the princess in her castle, and she must find a way out of her room using the secret exit that she has heard about. Check the painting by the fireplace to open the hidden passageway. On the other side, you'll find Bowser's diary.



Behind the secret passage hidden in the fireplace is a hallway. At the end of it is another fireplace. Hit the switch on it to enter another room.



If you exit through either door, the Koopa guards will capture you and return you to your room.



Check the painting on the wall to find a switch behind it. Activate it to open the secret passageway inside the fireplace.



WISH UPON A STAR

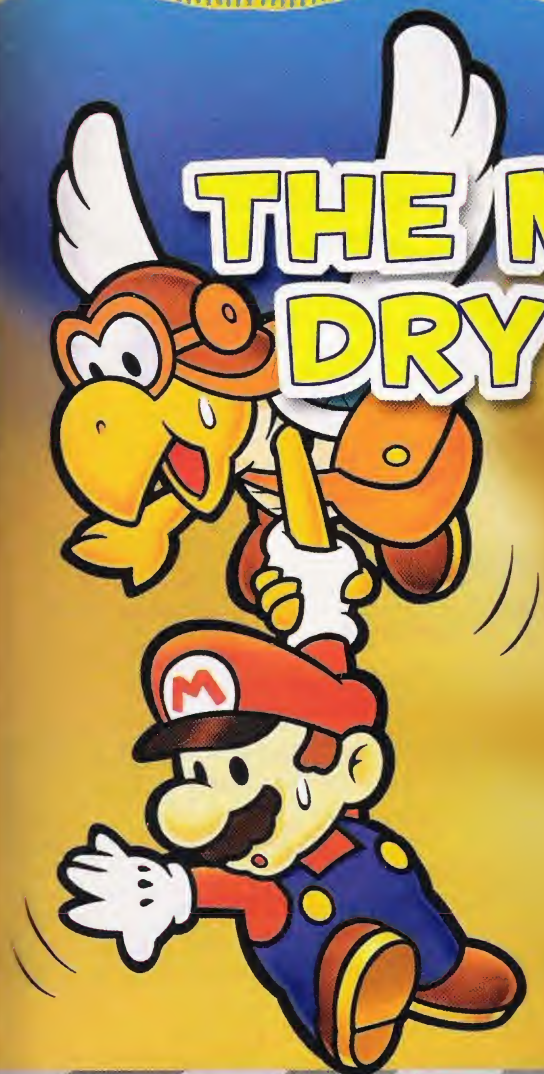
Once Bowser catches Peach reading his diary, you'll resume playing as Mario. Eldstar—the first Star Spirit you've rescued—will thank you for freeing him from the Koopa Bros. As thanks, the Star Spirit will lend you his personal Star Power, Refresh. If your Star Energy gauge is fully charged, you'll be able to use Eldstar's ability to Refresh your HP and FP by five.

ELDSTAR REFRESH—STAR ENERGY: 1



CHAPTER 2

THE MYSTERY OF DRY DRY RUINS



DANGEROUS DESERT TREK

After your battle with the brothers Koopa, return to Toad Town to learn about the legendary Dry Dry Ruins, the rumored location of a Star Spirit. Stock up on goods and Badges, then hop a train bound for Mt. Rugged and Dry Dry Desert. On your journey to the ruins, you will come face-to-face with swirling sandstorms, desert thieves and an adventurer's notebook full of mysteries.

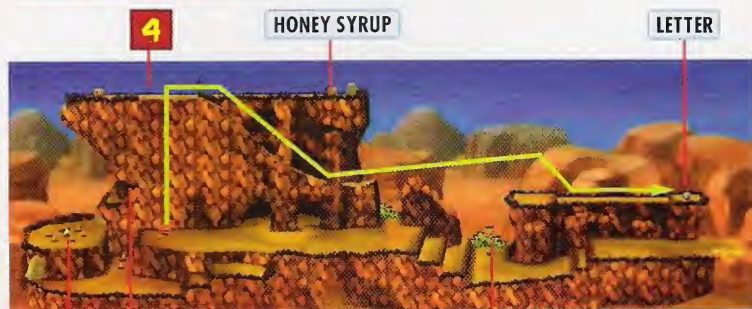


MT. RUGGED

THE ROAD TO DRY DRY DESERT GOES THROUGH MT. RUGGED. BE CAREFUL AS YOU SEARCH FOR CLUES AND ITEMS. SOME ROCKS ARE BEST LEFT UNTURNED, AS THEY TEND TO BITE BACK.



MT. RUGGED



DAMAGE DODGE

MUSHROOM

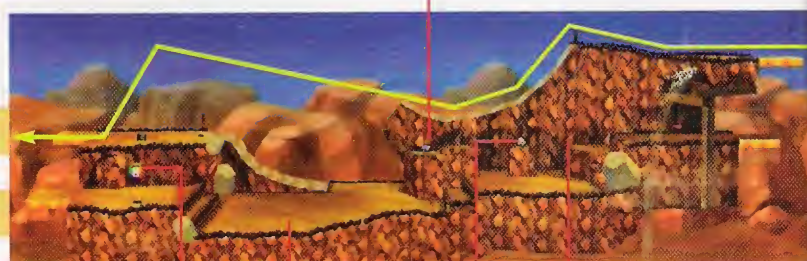
Using Parakarry's skill as a flier, you can cross a number of wide gaps, including a gap in the far west where you'll find a Star Piece on the other side.



SLEEPY SHEEP



QUAKE HAMMER Use Parakarry to collect the Quake Hammer Badge. With it, you'll deal a dose of Hammer damage to all ground-bound enemies.



LETTER

2

WHACKA'S BUMP The burrowing Whacka will unwittingly help you survive the dangers of Mt. Rugged. Hit Whacka to produce Whacka's Bump, good for 25 Heart Points and 25 Flower Points. Leave, return and repeat for even more of Whacka's Bumps.



EGG

TO TOWN Pg. 20

When you return from Dry Dry Ruins, you'll have the ability to break through Stone Blocks, one of which will reveal an upgrading Super Block.



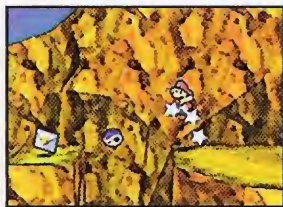
1 LOST LETTER PATROL

High atop Mt. Rugged hovers a mailman in distress. Parakarry the postman has misplaced some mail. If you manage to track down all three of his letters that have been scattered to the winds of Mt. Rugged, the friendly Parakoopa will return the favor by joining your team and lending his wings to the cause.



2 SHELL SHUTTLE

The first of Parakarry's letters is on the far side of a gap between two short plateaus. Climb to the same level as the letter, then use Kooper's shell to cross the gap and collect the errant envelope. One down, two to go.



4 HIGH BOUNCE

You'll reach new heights by jumping onto the jump pad near the western caves of Mt. Rugged. Fly up to the peak, then go east, slide and fly again for access to Parakarry's second letter. Two notes collected, one to go.



3 GONNA FLY NOW

The rocky ridges of Mt. Rugged feature a few smooth slides. On your way to the second letter, you'll ride two big slides that will launch you off ramps and over big gaps. Catch big air and hope for an easy landing.



5 LEAP OF FAITH

Without Parakarry's flying ability, you have no chance of crossing the wide gap near Mt. Rugged's eastern edge. Jump anyway. You'll land near the last letter. Take all three letters back to Parakarry to make a friend for life.



You can enter the small caves at the highest level of Mt. Rugged from the right side. Walk to the left cave, then drop straight down to land near a Star Piece.

MAGICAL SEED The Bub-ulb in Mt. Rugged is far from its Flower Fields home. Listen to its story to earn a Magical Seed.



5
LETTER

6 SPECIAL DELIVERY

The gap between a pair of plateaus on the mountain is too wide to hop across. When Parakarry is on your team, the winged Koopa will be able to take you to the other side with first-class delivery by air.



7 BATTLING BUZZAR

You can talk your way out of a fight with the big bird, Buzzar, but you can earn 15 Star Points if you battle and win. The taloned terror comes at you with a wide repertoire of attacks, from swooping strikes to a wind-raging tantrum that brings forth a storm of damaging debris. Fight off the attacks as best you can then counter with stomps and Parakarry's Shell Shot.



TO DRY DRY DESERT Pg. 36



DRY DRY DESERT

THE HOT SANDS OF DRY DRY DESERT HOLD MANY MYSTERIES, INCLUDING THE SECRETS OF THE ANCIENT DRY DRY RUINS. IN THE DESERT, YOU'LL DISCOVER TREASURE, ITEMS AND BANDS OF THIEVES.



DRY DRY DESERT

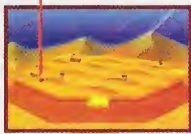
LETTER When you return to the site of Kolorado's camp late in the game, hit a tree to get a letter.

RUNAWAY PAY Step to the center of the three trees and jump to produce a Block and the Runaway Pay Badge.

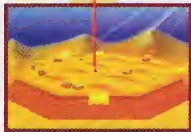
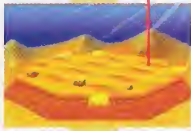
MUSHROOM, SUPER SHROOM, ULTRA SHROOM

Find a block on the ground that appears to have already produced an item. Hit it once for a Mushroom. Hit it 10 times for a Super Shroom. Hit it 100 times to collect an Ultra Shroom.

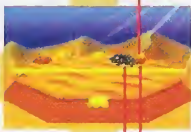
FRIGHT JAR



THUNDER RAGE

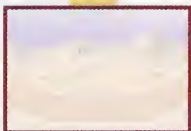


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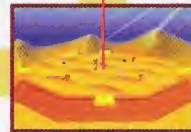
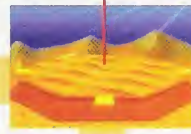


START

TO MT. RUGGED Pg. 34



TO DRY DRY RUINS Pg. 40



FIRE FLOWER



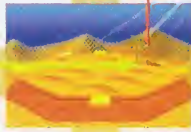
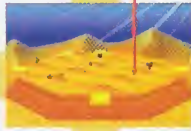
ATTACK FX C



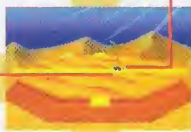
x2

You'll collect two Star Pieces in Kolorado's camp—one for delivering a letter and one for giving Kolorado the Ancient Artifact from Dry Dry Ruins.

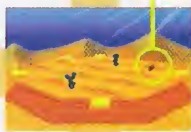
HONEY SYRUP



3



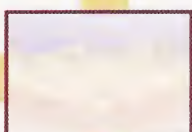
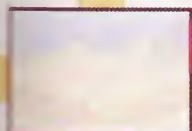
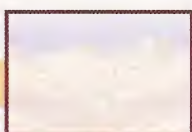
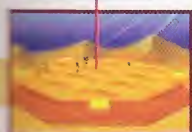
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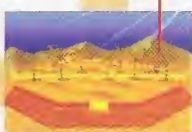


SPIN ATTACK Ride the whirling sands in the area with large blue cacti. You'll land near a Spin Attack Badge.

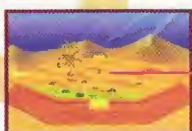
FIRE FLOWER



LETTER



TO DRY DRY OUTPOST Pg. 38

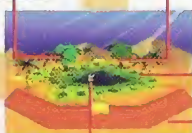


? LIFE SHROOM

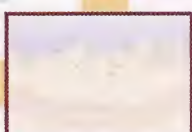
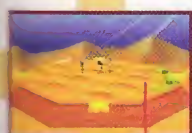
STOP WATCH A Stop Watch rests on a floating brick. Use Kooper to break the brick. The item will drop.

LEMON

LIME

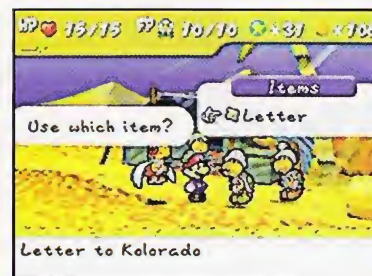


TASTY TONIC



1 A CONVERSATION WITH KOLORADO

The potential for groundbreaking discovery always appeals to adventuring archaeologist Kolorado and his team of Koopa-collectors. Kolorado has set up camp on the edge of Dry Dry Desert to search for the legendary ruins that are said to be hidden by the sands of Dry Dry Desert. Talk to him for clues, then see him again on your way out of the desert to exchange a Dry Dry Ruins artifact for a Star Piece.



2 RIDE THE CYCLONE

Most whirling dervishes in Dry Dry Desert carry you to out-of-the-way, enemy-packed areas. But one particular wind ride carries you to the place where you can earn the Runaway Pay Badge. You can use the badge to collect Star Points more easily.



3 DESERT DELIVERY

Fellow traveler Nomadimouse prefers to sleep under the stars, rather than join the hustle and bustle of Dry Dry Outpost. He'll give you important information about the desert and town. When you have a letter for him, he'll reward you with a Star Piece.



4 DESERT REST STOP

After a long journey and many battles, you can rest and relax in a small desert outpost. Go there to refill your Heart Points, collect Lemons and Limes—useful gifts in Dry Dry Outpost—and upgrade the power of a member of your party with the Super Block. The rest will energize you and help prepare you for the many adventures that lie ahead.



DRY DRY OUTPOST

A SMALL DESERT TOWN HOLDS THE ANSWER TO THE LAND'S BEST-KEPT SECRET. BY MINGLING WITH THE INHABITANTS OF DRY DRY OUTPOST, YOU CAN LEARN THE LOCATION OF DRY DRY RUINS.



1 BACK ALLEY MAGIC SHOW

The path between buildings on the eastern side of town offers access to a helpful magic source. Hop onto a crate and drop to the other side. When you reach the end of the alley, Merlee the Magician will appear. Merlee offers three different spells, each of which grants you periodic battle assistance. She can add to your attack power, defense, Star Point total or coins collected. The difference between spells is their cost and duration.



When you have Merlee on your side, the sorceress will occasionally appear, offering added strength, defense, Star Points or Coins.

2 WHEN LIFE GIVES YOU LEMONS . . .

The mysterious Sheek is a "you scratch my back, I'll scratch yours" kind of mouse. After you give him a few items, he'll tell you what it will take for him to reveal some very valuable information. Go to the desert oasis and return with a Lemon.



A fruit found in Desert Oasis. Restores 1 HP and 2 FP.

3 PURCHASING POWER

Sheek's advice takes you to Little Mouser's shop. When you purchase a Dried Shroom then a Dusty Hammer, Little Mouser will take it as a sign that you know Moustafa, the descendant of the ruins' builders. That will lead him to revealing Moustafa's whereabouts.



The Dry Dry Outpost inhabitant in the westernmost house has a lot to say. Talk to him for information on the many mysteries of the desert.

COMPOSER'S HOUSE

SOOTHING MELODY The Dry Dry Outpost composer makes beautiful music. Talk to him after you've talked to the lyricist near Toad Town's port. He'll give you a melody.

SHOP	
DRIED PASTA	3
DRIED SHROOM	2
DUSTY HAMMER	2
HONEY SYRUP	5
MUSHROOM	3
THUNDER BOLT	5

DRY DRY OUTPOST

START

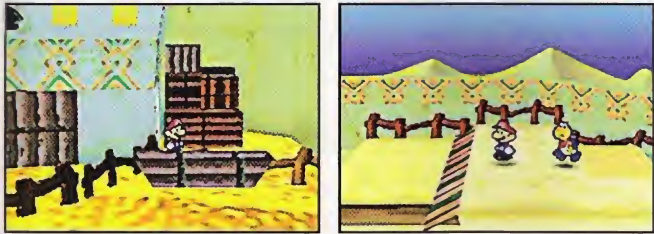
TO DRY DRY DESERT Pg. 36



TO TOAD TOWN TUNNELS Pg. 24

4 CLIMB TO THE ROOF

The game that you play by giving a Lemon to Sheek and buying unpopular items at Little Mouser's shop will leave Sheek's house unguarded. Enter the house and walk to the right. You'll exit through the side of the building, giving you access to a pile of crates. Hop onto the crates and climb up to the roof, then move to the left and make your way to the second floor of Moustafa's place.

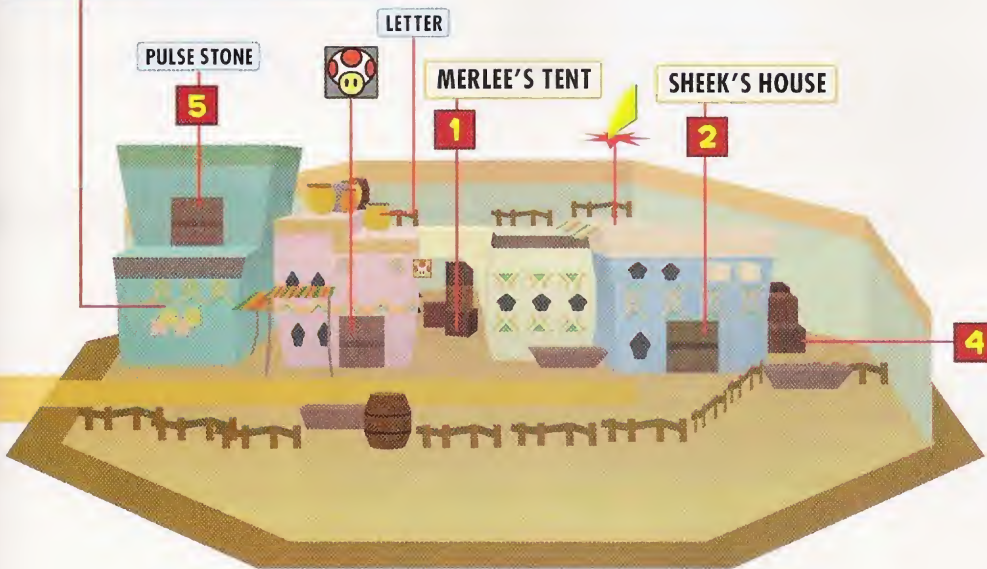


5 MOUSTAFA REVEALED

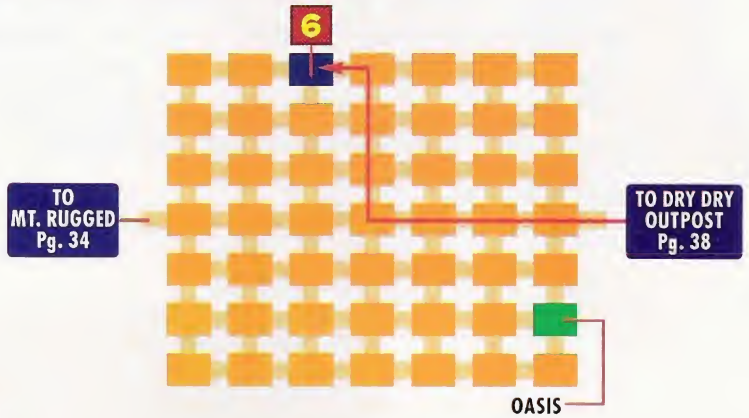
Sheek's biggest secret is that he is actually Moustafa in disguise. When the mouse of mystery reveals his true identity to you in his second-floor home, he'll also entrust you with information about Dry Dry Ruins and an item that will allow you to find the ruins in Dry Dry Desert—the powerful Pulse Stone. Take the stone, stock up on goods, visit Merlee for magical assistance, then begin your journey to the ruins.



Moustafa's house does not have a street-level entrance. By exploring the town and talking to Sheek and Little Mouser, you'll find a way up to the second floor.



DRY DRY DESERT



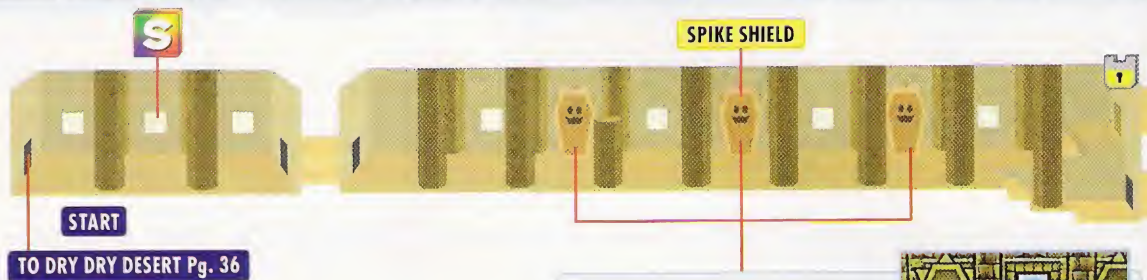
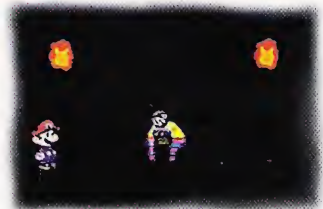
6 RISE OF THE RUINS

With the Pulse Stone in your possession, you can zero in on the location of Dry Dry Ruins. Return to the desert and go northwest. The closer you get to the location of the ruins, the faster the stone will pulse. The stone will be pulsing at the rate of Mario's rapidly increasing heart-beat when you reach a rock that has a distinct, Pulse Stone-shaped hole. When you place the stone in the hole, the ground will shake and the ancient building will rise from the sand.



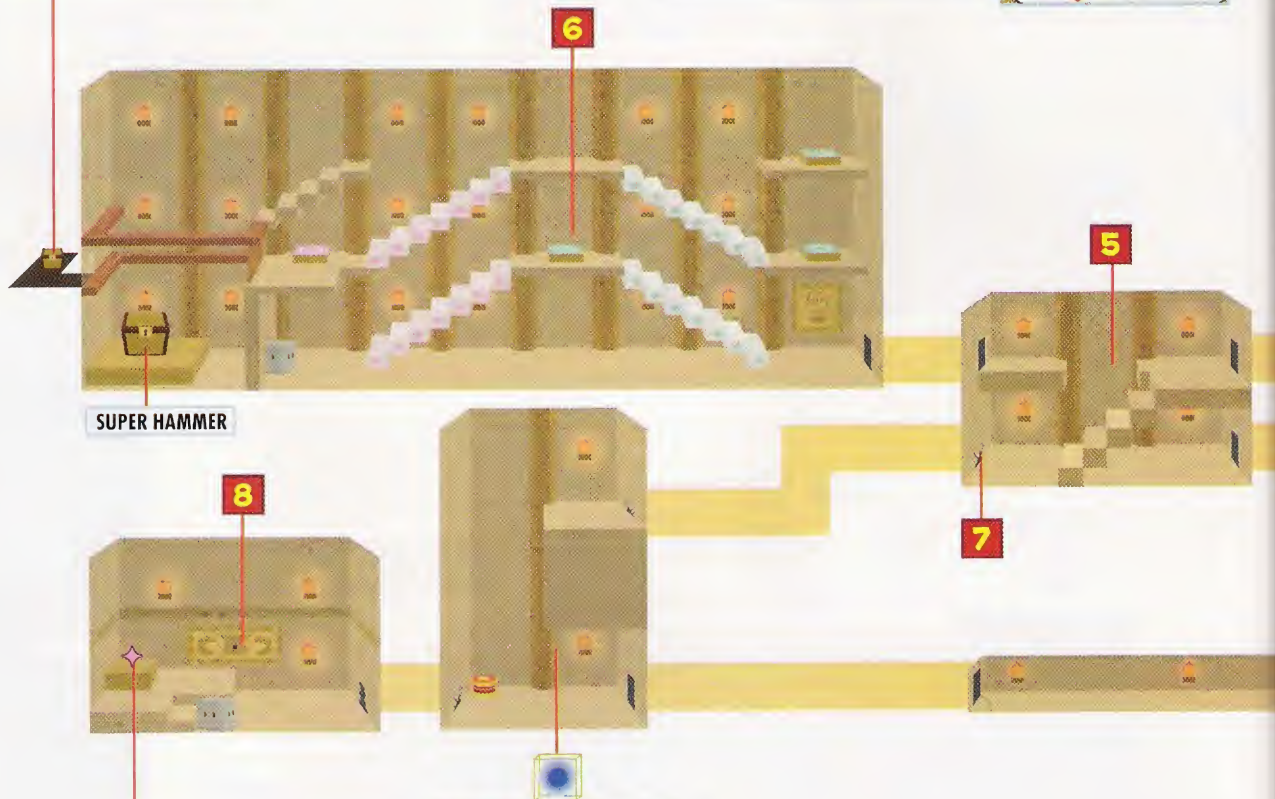
DRY DRY RUINS

ONCE BURIED IN THE SAND, DRY DRY RUINS IS AN ANCIENT PALACE PACKED WITH TREASURE. THE MOST VALUABLE PRIZE WITHIN ITS WALLS IS A STOLEN STAR SPIRIT. TO LIBERATE THE SPIRIT, YOU MUST FACE THE LORD OF THE RUINS: TUTANKOOPA.



SLOW GO Before you drop down to take the Super Hammer, walk along the thin ledge and through the wall to find the Slow Go Badge.

Early in your Dry Dry Ruins journey, you'll encounter a band of poisonous Pokey Mummies. Use your Hammer to fight them off, then grab the Spike Shield for Pokey protection.

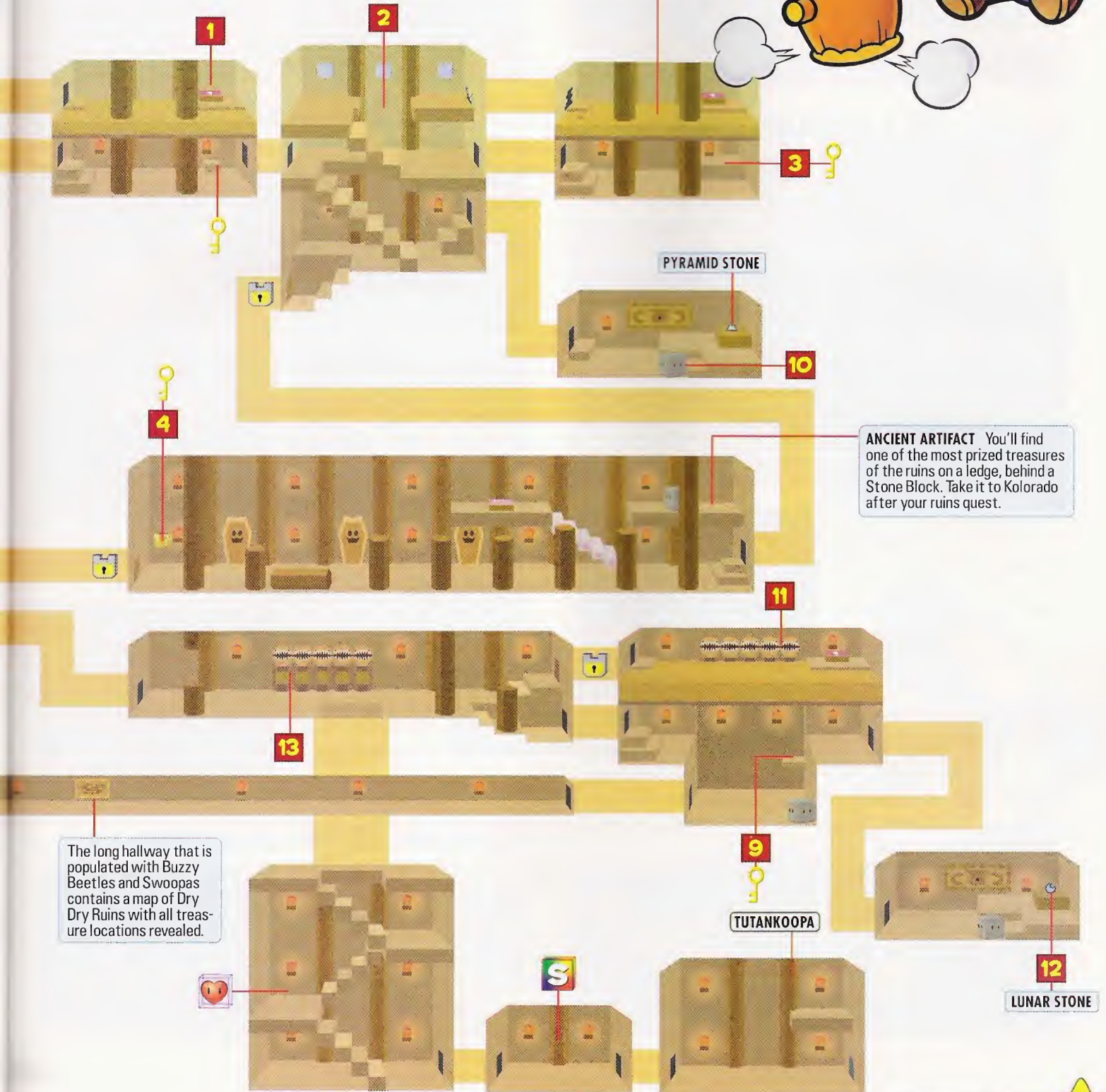


DIAMOND STONE Three precious stones work together as the key to Tutankooa's tomb. Take the Diamond Stone from the Chomps and seek out the other two keystones.



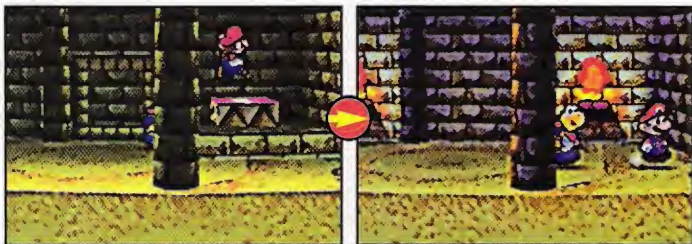


When the sand drains from one of the eastern-most ruins rooms, a Star Piece will be revealed. Don't leave the ruins without it.



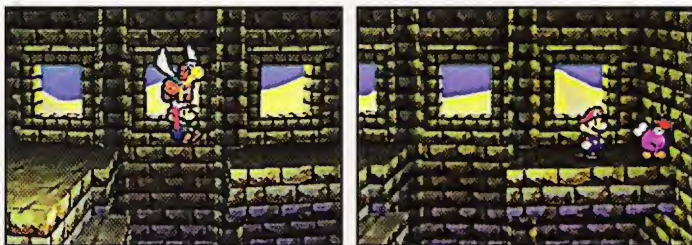
1 SAND SWITCH

When you enter the first locked room and land on a switch on the floor, sand will drain from the room into the room below. Return to that lower room and walk on the raised bed of sand for access to a doorway that leads to the next room.



2 CALL ON A DYNAMIC DUO

When you climb the stairs in a tall chamber, you'll see a cracked wall on a ledge that is on the other side of a wide gap. You'll call on two different teammates to get to the other side of that wall. First, use Parakarry to cross the gap. Next, enlist Bombette to blast through the wall.



3 KEY DISCOVERY

The second time that you drain the sand from one room into another, you'll be able to walk on the raised sand in the lower room for access to a key. Use the key to enter the room that contains the Ancient Artifact.



4 PARADE OF POKEYS

The second long chamber with Pokey Mummy coffins is pretty quiet at first. When you hit the ? Block at the end of the chamber, the entrance to the chamber will close and the Pokey Mummies will attack. The Quake Hammer and Spike Shield are useful Badges to wear in the battle.



5 PARAKARRY TO THE RESCUE

On your way to the Stone Hammer, you'll encounter a wide gap between the top of the stairs and a high ledge. Step to the edge of the gap, then call on Parakarry to take you to the other side.



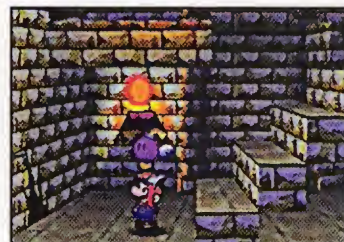
6 IT'S HAMMER TIME

The Super Hammer, capable of crushing Stone Blocks and Stone Chomps, is in a big chest on the other side of a wall. Hit three switches—middle, upper-right, then left—to rock the staircases into a position that will give you access to the Super Hammer.



7 BLAST WITH BOMBETTE

As your party grows, you will continue to find new places to use the skills of your old partners. When you see a crack in a wall, remember that Bombette can blast through weak walls for access to the other side.



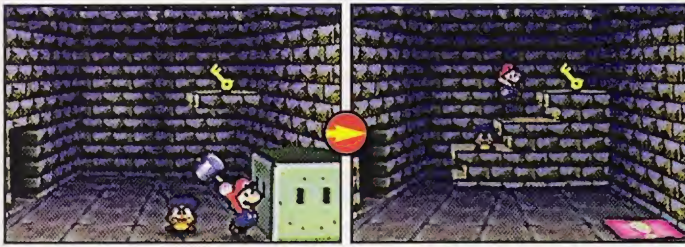
8 STONE CHOMP CHALLENGE

The three precious stones of Dry Dry Ruins are protected by Stone Chomps. They have thick skins and strong bites. You can use the Super Hammer to hit them for three points of damage or blow them away with one big Bombette blast.



9 BREAK, PUSH AND CLIMB

A key rests on a high platform in the corner of a room. The only other object in the room is a Stone Block. Break the block with the Super Hammer to reveal a switch. Push the switch to make stairs materialize against the wall. Climb the stairs to collect the key.



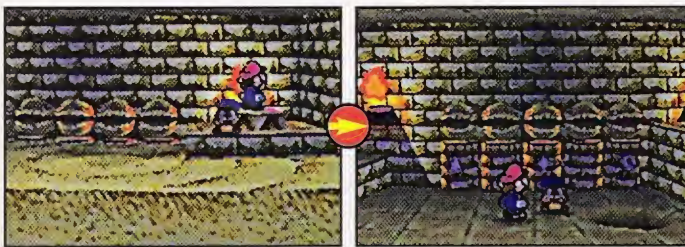
10 OBLITERATE OBSTACLES

A Stone Block sits in the path to the Pyramid Stone. Use the Super Hammer to break through the block, then climb the stairs to collect the prize. Before you can leave the room, you'll fight a Stone Chomp.



11 THE WRITING IS ON THE WALL

By lowering the sand level in a deep ruins chamber, you'll expose a wall carving that will reveal a major hint in your search for a way into Tutankooa's lair. The carving resembles five nearby statues and shows the locations where three stones must be placed.



TUTANKOOA

The terror of the Dry Dry Ruins tomb is a Koopa with a king complex and a particularly nasty pet Chomp. Tutankooa attacks with magic and by tossing Buzzy Beetles. He also calls on Chompy. Hit the Koopa with Parakarry's Shell Shot and deal with the Chomp by whacking it with the Super Hammer.



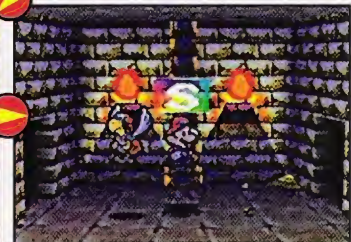
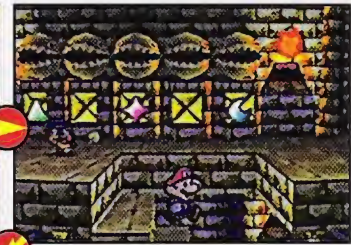
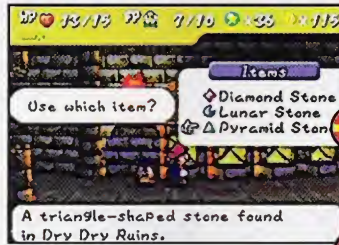
12 MOON ROCK

The last of the three precious stones is hidden in the easternmost ruins room. The Lunar Stone will be yours once you break a Stone Block and defeat a Stone Chomp. Use the Super Hammer for both tasks.



13 THREE KEYS TO TUTANKOOA

When you have the Pyramid Stone, Diamond Stone and Lunar Stone, place them in the Stone Chomp statues in the order that was revealed in the wall carving. Much to the chagrin of Tutankooa, that will open the path to the sand villain's chamber.



As you approach Tutankooa's chamber, be sure to hit the Heart Block to recharge yourself and the Save Block to preserve your progress.



BOSS	HP	ATTACK	DEFENSE
TUTANKOOA	30	2-3	0
CHOMP	4	3	3



PEACH'S CASTLE

After Mario's latest victory, Bowser is concerned but confident. Bowser will tell Peach that, while Mario is a worthy opponent, he won't survive his next challenge, a battle with the "Invincible" Tubba Blubba. Alone with Twink, Peach will ask the apprentice Star Spirit to help her discover Tubba Blubba's weakness. Guide Peach through the secret path and into the hall. By eluding the spotlights, you can explore unnoticed. There are Badges in the library and storeroom. Put them in the storeroom treasure chest for Mario to find in Merluvlee's House. Next, sneak into the far corner of the library to hear a revealing conversation.



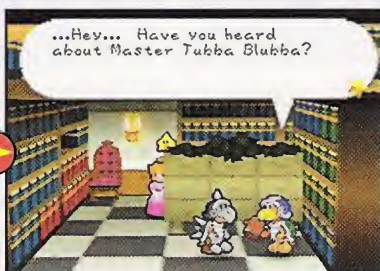
HALL



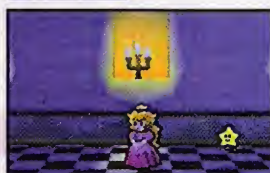
STOREROOM



LIBRARY



SECRET PATH



The castle is abuzz with news of Mario's adventures and his next challenger, Tubba Blubba. Sneak past guards in the library to gather information about the beast.

PEACH'S ROOM



BOWSER'S ROOM



POWER RUSH



LIBRARY



HALL

DEEP FOCUS



STOREROOM



WISH UPON A STAR

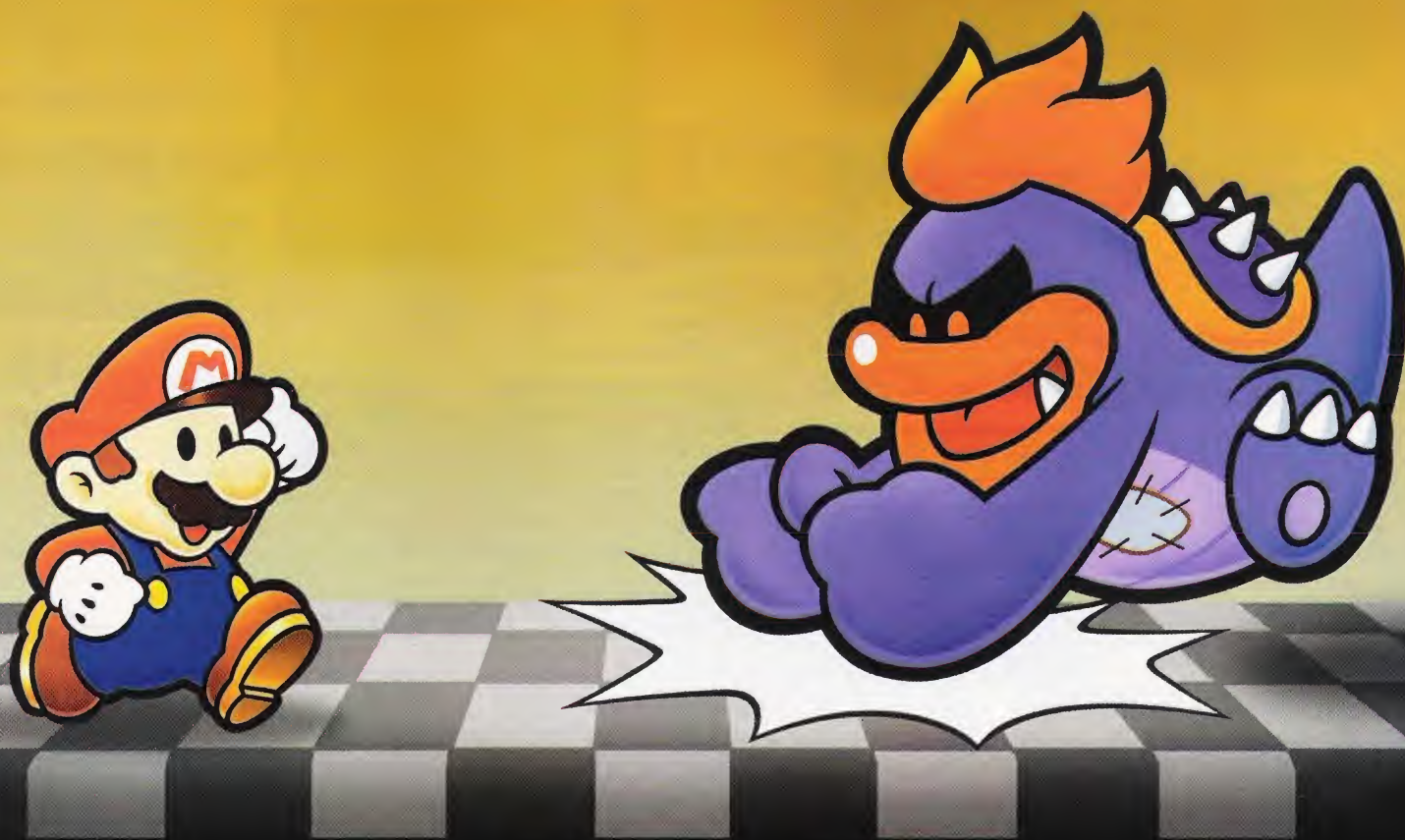
The grateful Star Spirit Mamar wishes you smooth travels. To make your adventure more pleasant, she grants you a new Star Power. Lullaby is a soothing song that will lull adversaries into a deep sleep. It affects all enemies in a battle, unless they are impervious to Mamar's gentle tune. After she boosts your Star Power, she floats back to Star Haven.

MAMAR LULLABY-STAR ENERGY: 1



CHAPTER 3

THE "INVINCIBLE" TUBBA BLUBBA



FOREVER AND BEYOND

The news from Twink is that Tubba Blubba is causing trouble in Gusty Gulch, on the far side of Forever Forest. Skolar, the Star Spirit, escaped Tubba's clutches, but he got lost somewhere near Tubba Blubba's Castle. Ride the train from Mt. Rugged to Toad Town. After you talk to the townspeople and purchase items for your journey, go east to Forever Forest. Bootler, the Boo butler, will fill you in at the edge of the woods.



FOREVER FOREST

FOREVER FOREST IS A MAZE OF CIRCULAR PATHS HAUNTED BY FOREST FUZZIES AND PIRANHA PLANTS. MOST PATHS TAKE YOU BACK AROUND TO TOAD TOWN. ONLY ONE PATH LEADS TO BOO'S MANSION.

And if you don't come...we'll GET YOU!! BOOO!



FOREVER FOREST

FP PLUS

TO BOO'S MANSION Pg. 48

STRANGE LEAF

TO GUSTY GULCH Pg. 51

VOLT SHROOM

HP PLUS

MAGICAL SEED

START

TO TOAD TOWN Pg. 20

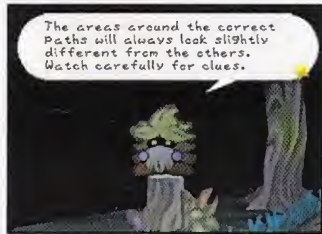


1 THE FACTS ON FOREVER FOREST

If you walk into Forever Forest without a plan, chances are that you will get lost in a hurry with that “haven’t I been here before” feeling. Get the scoop from Goombario on your surroundings, then listen carefully to the strange forest creature that visits you early in your quest. The creature will tell you to look for special signs before you choose your path.



Each circular section has four exits. As you begin to explore, take the path near the bushes that shake and the flowers that move.



The areas around the correct paths will always look slightly different from the others. Watch carefully for clues.



Forever Forest is made up of circular sections that connect with each other. Use Goombario to explain the nature of the woods.

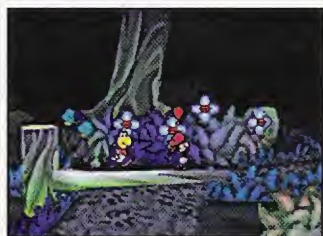
2 RED EYES AGLOW

Your first important path choice centers around the hollowed-out tree at every intersection. One of the trees shows red, glowing eyes. Take the path nearest to that tree.



3 SLOW-MOTION FLOWERS

You can study the flowers by walking close to them and pressing the A Button. All of the flowers rotate, but they turn very slowly at a particular intersection, where there are four flowers. Take that path.



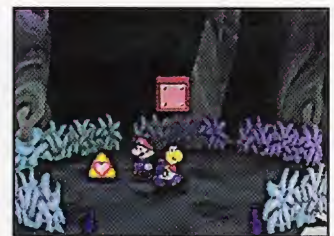
4 FACE TO FACE WITH NATURE

When you stop and ponder each intersection, be sure to move close to the exit. When you do that, a face will appear in a tree at the right intersection.



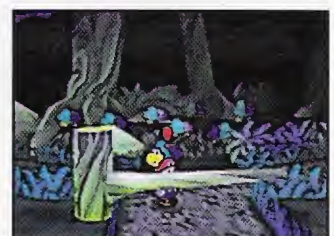
5 A SLIGHT DETOUR

By straying from the path to Boo’s Mansion, shown on the page 46 map, you can find a forest section that has a ? Block at its center. Hit the block to collect the Heart Point-boosting HP Plus Badge.



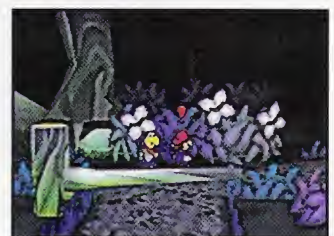
6 LIGHTING THE WAY

Walk up to the mushrooms on the ground and press the A Button. All mushrooms will glow, and the mushrooms at the correct intersection will put on an elaborate light show.



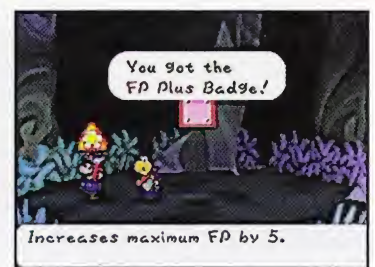
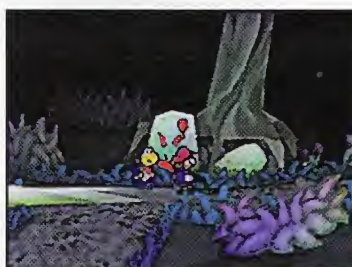
7 NON-SHRINKING VIOLETS

When you check the flowers, they will shrink and disappear at the intersections that cross with the wrong paths. Keep walking until you find the flowers that turn back and forth slowly.



8 STONE FACE

When you’re closing in on Boo’s Mansion, you’ll see a rock that will show its face to you when you check it. Take a detour at that intersection, then go to the center of the next area to earn the FP Plus Badge.



9 THE FINAL GATE

The last intersection is marked with a sign. When you read it, you’ll know that you are not far from Boo’s Mansion. Pass through the gate, hit the Heart Block in the next section and save your progress, then enter the house to continue your adventure.

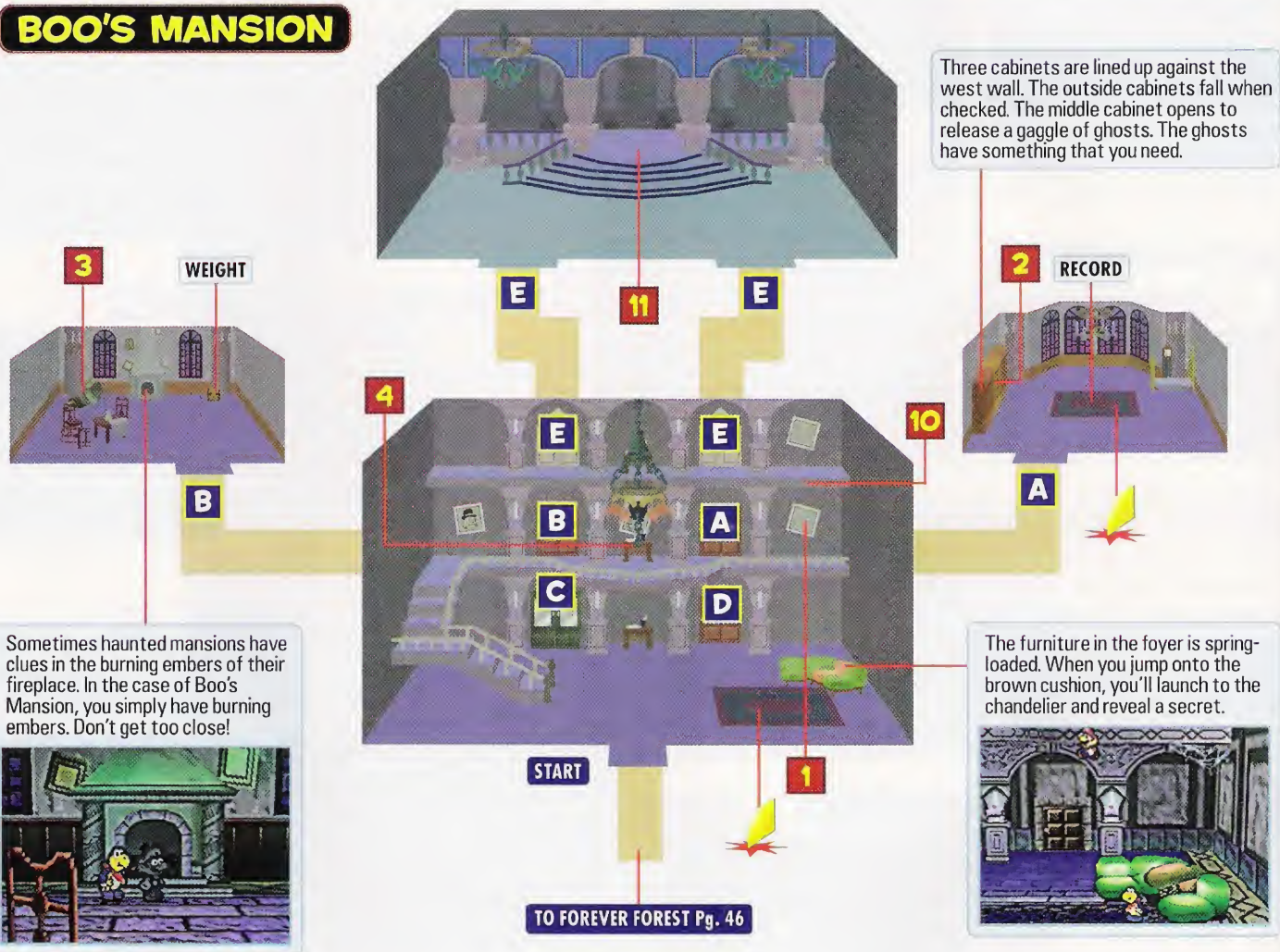


BOO'S MANSION

THE BOISTEROUS BOO, LADY BOW, MAKES HER HOME IN A HAUNTED MANSION ON THE FAR SIDE OF FOREVER FOREST. WHEN YOU ARRIVE, BOOTLER WILL TELL YOU TO TALK TO THE LADY OF THE HOUSE. SHE HAS PLENTY TO SAY.



BOO'S MANSION



1 MODERN ART

One of the portraits on the second floor shows a blank canvas. The picture has gone missing. When you find Boo's Portrait and return it to its frame, you will earn passage to the third floor and Lady Bow's chamber.



2 FOR THE RECORD

The Boos have an item that will help you through the mansion. It's a record that you can use on the phonograph in the westernmost room of the second floor. The Boos form a circle and move around the room. If you hit the Boo with the record, you'll earn that prize.



Most treasure chests contain valuable items. One chest triggers a trap. The chandelier will drop and stop just before it hits you—close call!



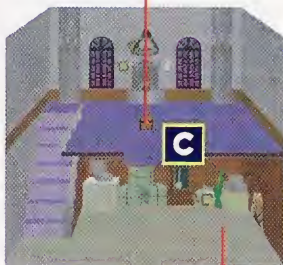
By climbing into the large vase in one of the mansion chambers, you can enjoy a blast from the past. Paper Mario transforms into his old self.



APPLE

APPLE

8

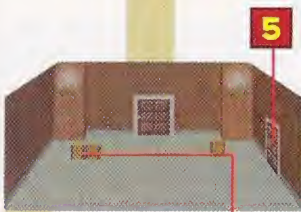


BOO'S PORTRAIT

9



The door works only in one direction. When you walk through, it will disappear on the other side.



5

MAPLE SYRUP

SUPER BOOTS



6

SUPER SHROOM



7

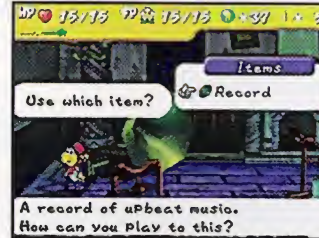
Franky, the shopkeeper Boo, is not able to sell to you until you've met with Lady Bow. After that, he'll be happy to serve you.



SHOP	
LIFE SHROOM	50
MAPLE SYRUP	25
MYSTERY?	1
SNOWMAN DOLL	15
STOP WATCH	25
SUPER SHROOM	13

3 CRANK IT UP!

When you have the record, you can operate the phonograph on the second floor. Put the record on the turntable and crank the phonograph at a steady rate by pushing the A Button. If your rhythm is right, the Boo in the room will come closer. When that happens, press the B Button to walk away from the phonograph and run to the Boo's treasure chest.

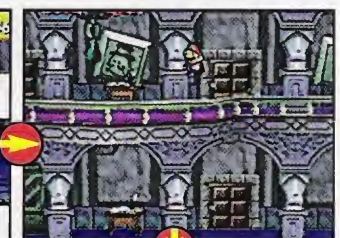
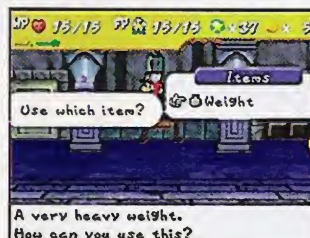


When you have the Super Boots, you can break through a panel and land one room below. Jump from the bookcase to a stack of crates, then break the crates for a prize.



4 PUZZLE-SOLVING PULL

After you collect the weight in the room with the phonograph, you'll be ready to open a hidden passage in the mansion's main room. Launch from the couch to the chandelier. That will start a mechanism that reveals a hidden passage. Attach the weight to the chandelier, drop down to the floor and walk through the door.



5 ONE-WAY PASSAGE

Shortly after you descend into the basement of the mansion, you'll approach a room full of ghosts. The entrance to the chamber works in only one direction. Once you go through the door, there is no turning back.



6 BOOS WITH BOOTS

The treasure chest in the corner contains a group of playful Boos who have the Super Boots. The Boos will play keep-away with you, tossing the Boots to each other while flying in a circle. Once you've stomped the ghost with the prize, you can use the Super Boots to perform the powerful Spin Jump. Jump into the air with the tap of the A Button, then press the A Button again at the peak of your jump. That move will allow you to crash through weak floors and make secret floor panels pop up, exposing valuable Star Pieces.



After you play keep-away with the Boos and collect the Super Boots, the remaining Boo will tell you about a secret panel in the room.



Using the Super Boots, you can execute a Spin Jump that will allow you to break through the weak floor panel and fall to the basement.

7 POWER PUSH

To get as far as Boo's Mansion, you've already jumped onto a few big switches, but you've never seen one as big as the third switch in the basement shop. Climb onto the furniture to reach the switch, then stomp it with a Spin Jump to make stairs appear.



8 GROUNDBREAKER

Returning to the main floor, go through the entrance marked "D" on the map and use the Super Boots to break through a patched-up floor panel. You'll drop down into the room below where Boo's Portrait is hidden.



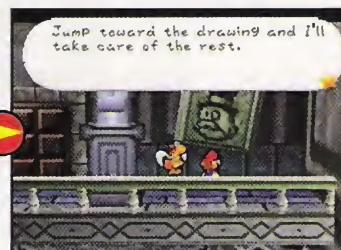
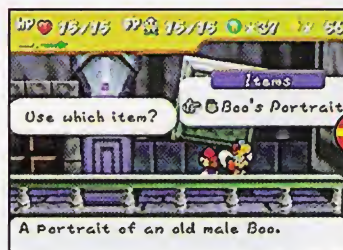
9 GET THE PICTURE

When you land in the basement, you'll end up on top of a large bookshelf. Another bookshelf, in the far-right corner, holds Boo's Portrait. Use Parakarry to float from one bookshelf to the next, then grab the ghostly painting.



10 POWERFUL PORTRAIT

Some art attempts to transport the viewer to another place. Boo's Portrait does that by literally picking you up and setting you down on the third floor of the mansion. Place the portrait in its frame, then jump in. You'll be enlightened.



11 THE GHOST WITH THE MOST

Lady Bow is the head ghost in Boo's Mansion. When you find her on the third floor, she'll make a deal with you. If you take care of the ghost-eating goon, Tubba Blubba, in Gusty Gulch, she'll free the Star Spirit that her Boos found wandering through Forever Forest. To help you survive your journey through Tubba's territory, Lady Bow will invite herself to join your party. She'll provide strength and the power of invisibility.



GUSTY GULCH

THE CITIZENS OF GUSTY GULCH ARE BOOS IN DISTRESS. "INVINCIBLE" TUBBA BLUBBA IS GULPING DOWN GHOSTS FOR BREAKFAST, LUNCH, DINNER AND DESSERT. YOU CAN HELP THEM BY PUTTING TUBBA ON A DIET.



GUSTY GULCH

TO BOO'S MANSION Pg. 48

TO WINDY MILL Pg. 55

S



Mario may be paper thin, but the scenery is three-dimensional. Walk around a rock for a special prize.

SUPER SHROOM



S

TO TUBBA BLUBBA'S CASTLE Pg. 52

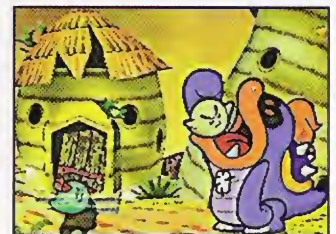
1 GHOST TOWN GATE

The path to Gusty Gulch is east of Boo's Mansion, on the other side of a locked gate. When you have Lady Bow in tow, she will call on the spirits of the town to open the gate and let you continue on your way to Tubba Blubba's Castle.



2 TUBBA'S TERROR

Not long after you enter Gusty Gulch proper, you'll be treated to an appearance by Tubba Blubba himself. Using Bow's cloaking ability, you will be able to watch the beast unnoticed. Unfortunately, the same doesn't go for the ghost that Tubba calls "Dinner."

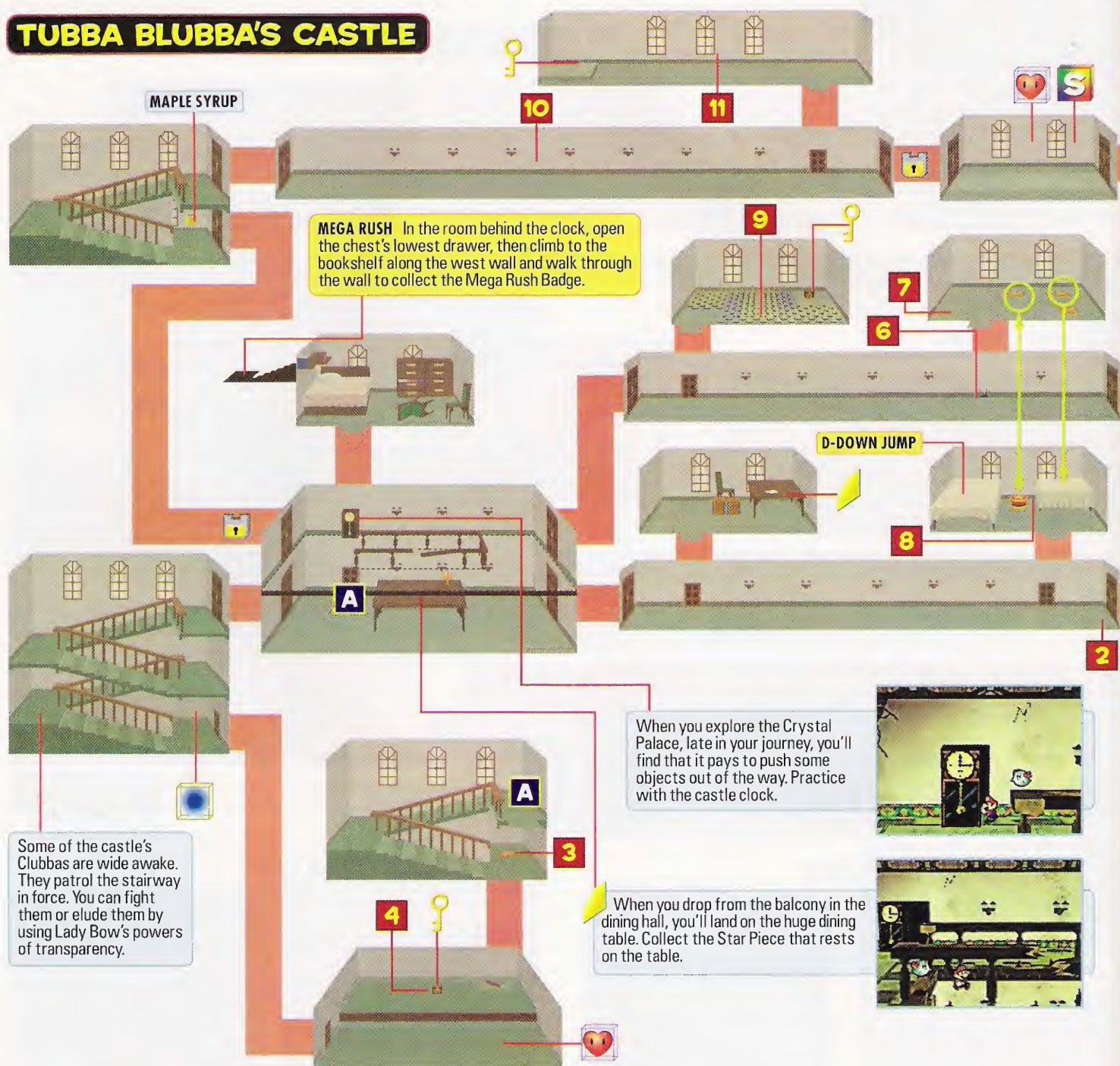


TUBBA BLUBBA'S CASTLE

THE TERROR OF GUSTY GULCH GAZES OVER THE GHOST TOWN FROM HIS CASTLE ON THE HILL. YOUR MISSION IS TO FIND TUBBA BLUBBA'S WEAKNESS AND SEND HIM PACKING. THE CASTLE IS CRAWLING WITH CLUBBAS. USE STEALTH TO PASS THEM BY.



TUBBA BLUBBA'S CASTLE



1 DON'T GET CARRIED AWAY

The floating guards in the opening areas of Tubba Blubba's Castle will pick you up and escort you out of the building when they find you. If a guard takes notice, use Bow's power to become transparent. Within moments, the guard will forget about you and resume its patrol.



Leave the floating castle guards clueless by pulling off a disappearing act.

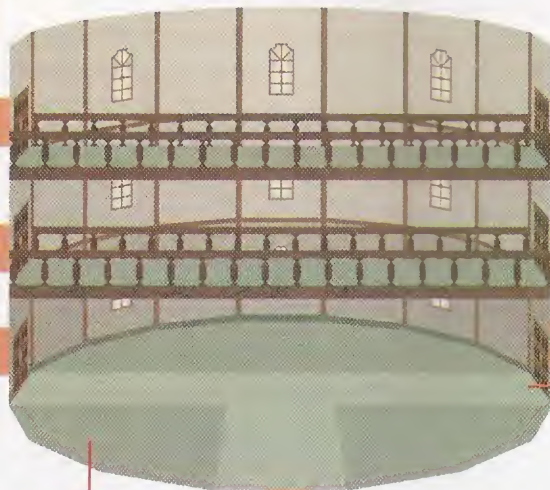
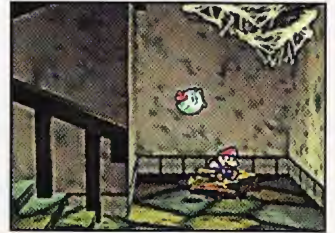
2 SLIP BY SLEEPERS

Some Clubbas sleep on the job. If you don't want to fight them, you can slip by them by walking very slowly and quietly. The Slow Go Badge, found in Dry Dry Ruins, can help you get by.



3 BIG BREAKTHROUGH

At the base of a stairway, you'll find a patched-over hole in the floor. Use the Spin Jump technique to break through the weak wood, then drop down to the castle dungeon.



1

START

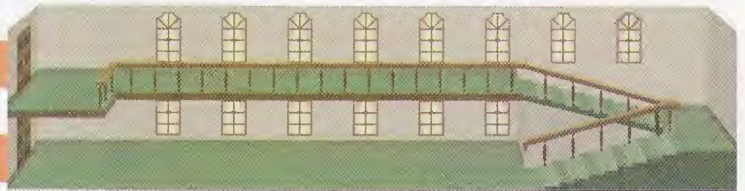
TO GUSTY GULCH Pg. 51

5



12

MYSTICAL KEY



4 KEYS TO SUCCESS

In the castle's lowest chamber you'll find a key, a Heart Block and a helpful Boo. The Boo will tell you what you may already know. The only way to find Tubba's weakness is to explore the entire castle, including Tubba's Chamber at the top. You'll find a helpful Super Block as you leave the basement.



5 PASSAGE TO THE TOP

Once you have the Castle Key, you can open the locked door on the east side of the castle's main hall. That is the first step to reaching the upper floors and Tubba Blubba's chamber.



6 SURPRISE ATTACK

The Clubba that sleeps against the wall in one of the castle's long halls obscures a crack that Bombette can blast through. Set Bombette into motion while the Clubba sleeps to initiate a First Strike.



7 8 FALL, BOUNCE AND FLY

The room with two tables, a Badge and a jump pad is a real mystery. There are three wood patches on the floor in the room directly above that room. Break through the patch on the left to open a hole over the spring, then break through the patch to the right of that hole. Fall through the new hole to the table on the right. Use Parakarry to fly to the table on the left. Pick up the Badge, then use the spring to return to the second floor.



9 POINTED PROBLEM

Spikes pop out of the floor periodically in the room that holds the key to the top floor. Walk out onto the floor, then use Bow to turn transparent before the spikes pop. You'll survive unpunctured.



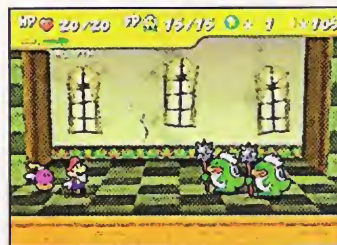
10 ELUDE THE BEAST

Tubba Blubba restlessly walks the hall of the castle's top floor. You don't want to fight the heartless beast before you know his weakness—he's just too tough. You can explore the floor unnoticed by using Bow's power of transparency when Tubba approaches. After a few seconds, he'll leave the area none the wiser.



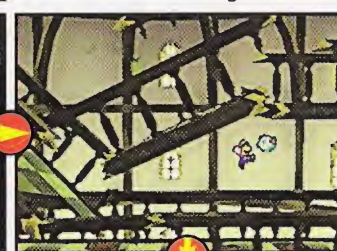
11 CLUBBA CONFRONTATION

The key to Tubba Blubba's chamber door is in a room full of Clubbas. If you walk slowly, you can sneak past them. You can also take them on, one party at a time. They're tough but not Tubba Blubba tough.



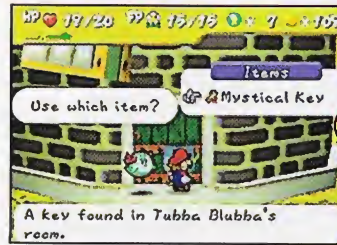
12 THE CASTLE COLLAPSES

You'll finally close in on the secret to Tubba's weakness when you sneak into his chamber. To the right of Tubba's bed is a treasure chest containing the key to Windy Mill in Gusty Gulch. That is where you must go next in your journey to beat the beast. The key's name is "Yakkey," and it holds true to its name by calling out to Tubba. Before you can escape, Tubba will awake, and he'll cause a stir. The castle is coming down.



BLOW INTO WINDY MILL

You'll uncover the heart of the Tubba Blubba matter in the depths of Windy Mill. Use Yakkey, the key, to enter the mill, then drop down into the well. When you hit bottom, follow a tunnel to an underground chamber. There you will find the key to Tubba's invincibility.



TO GUSTY GULCH Pg. 51

START

Hyper Goombas roam the tunnel. They are small, but they pack a big punch. Avoid them if you can. It's important to conserve Heart Points and Flower Points for the battle ahead.

TUBBA BLUBBA

The secret to Tubba Blubba's invincibility is the fact that his heart has been magically separated from his body. The only way to defeat Tubba is to fight his heart first. Tubba's heart employs magic to attack with great force. It uses one battle turn to charge up, then sends out a swarm of red corpuscles to attack for 12 points of damage. Use Lady Bow to disappear, then fight back with mighty Mario power.



BOSS	HP	ATTACK	DEFENSE
HEART	50	6	0
TUBBA BLUBBA	10	4	0



TUBBA BLUBBA'S HEART



TAKE IT OUTSIDE

When you've suitably scarred Tubba's heart, the organ will make a run for it. Follow it outside and watch it rejoin Tubba. When Tubba has his heart, he will be beatable. You'll flatten him in a hurry.





PEACH'S CASTLE

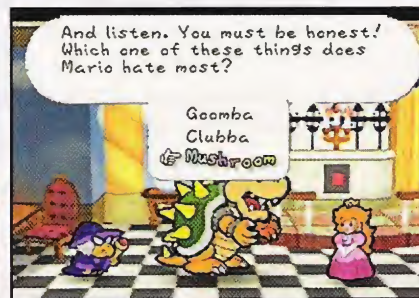
After Mario's victory over Tubba Blubba, you can guide Peach through the secret path to Bowser's room where Bowser will speak to Kammy Koopa. Desperate to defeat Mario, Bowser will ask Peach if Mario has any weaknesses. You can help her decide what challenges Mario should encounter in his next adventure. The choices are listed below.

BAD CHOICES

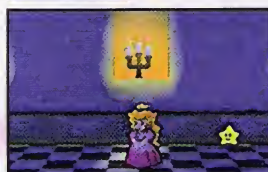
CLUBBA
FUZZY
GOOMBA
HAMMER BROS.
KOOPATROL
POKEY

GOOD CHOICES

MUSHROOM
SUPER SODA
THUNDER RAGE



SECRET PATH



BOWSER'S ROOM



PEACH'S ROOM



WISH UPON A STAR

Star Spirit Skolar is terribly embarrassed that he got lost in Forever Forest. But he is equally grateful that Mario was able to defeat Tubba Blubba and convince Bow to set him free. He'll thank you for your heroics by granting you Star Storm. When you face a field of enemies, you can reign down on each of them for seven points of damage.

SKOLAR STAR STORM-STAR ENERGY: 2



ANOTHER BOUT WITH JR. TROOPA

On your way back to Toad Town, you'll meet up with Jr. Troopa, who is lost in Forever Forest. The Toad Town bully still has a chip on his shoulder and wants to show Mario a thing or two. The kid Koopa has learned a new technique since your last bout. He can fly and swoop down for big damage. Use your most powerful stomping attack and call on Goombario or Parakarry for assistance.



CHAPTER 4

TRIALS IN THE TOY BOX



TOAD TOWN IN TROUBLE

Shy Guys have made off with Toad Town treasure. Rumors have it that they may even have more than Tayce T.'s Frying Pan and Russ T.'s Dictionary. They may also be holding one of the Star Spirits. You'll find their hideout by investigating Toad Town's vacant house. Shy Guys have been seen milling about the area, so use Bow's invisibility to hide in the house. When a Shy Guy enters, he'll show you the way in to the hideout.

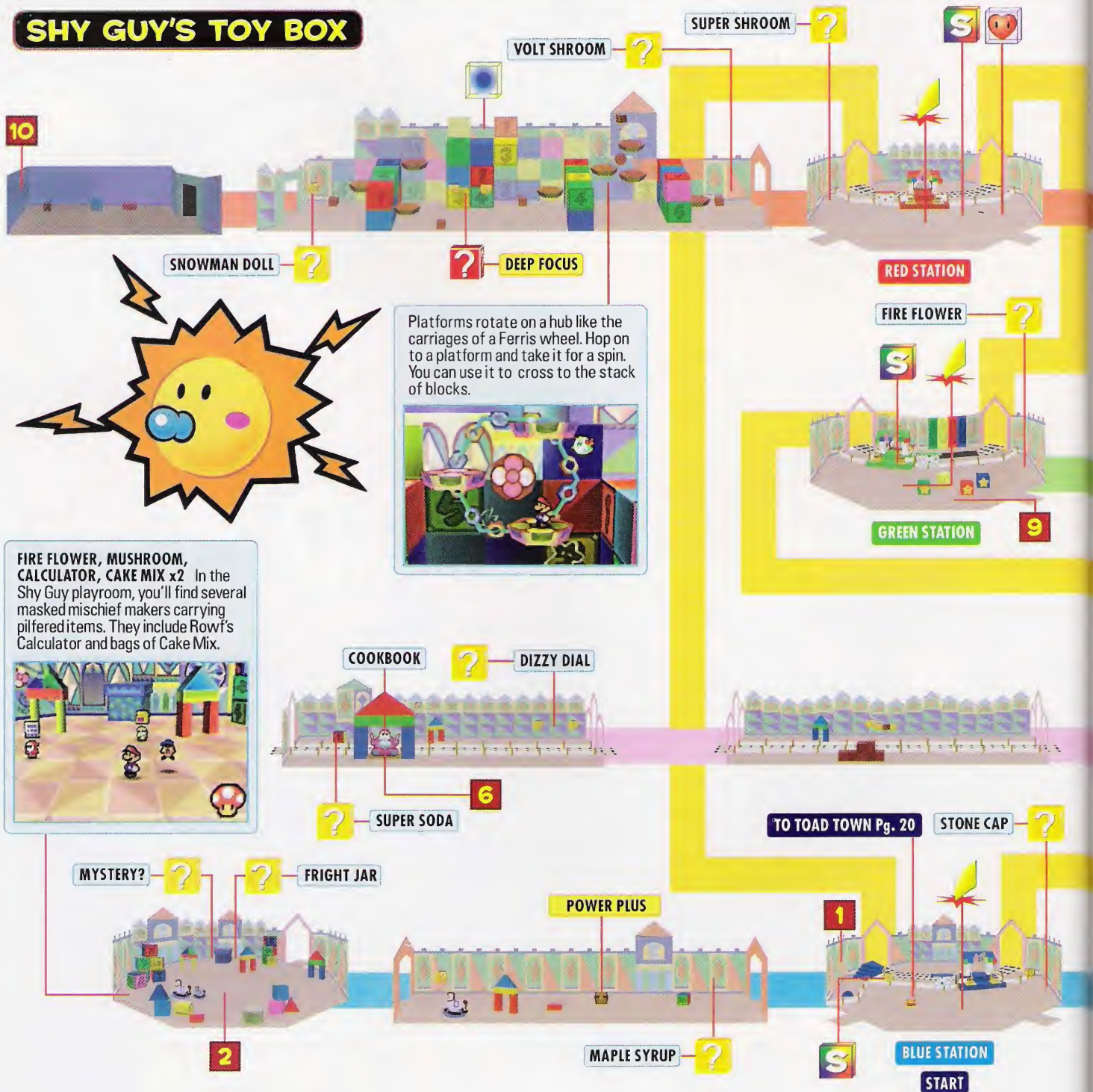


SHY GUY'S TOY BOX

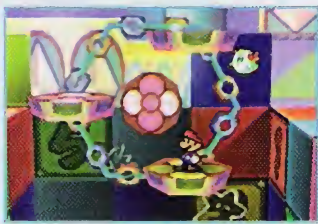
SHY GUYS ARE LIKE MISCHIEVOUS CHILDREN. THEY LIKE TO CAUSE TROUBLE, BUT THEY DON'T MEAN ANY REAL HARM. DROP INTO THEIR TOY BOX HIDEOUT TO FACE OFF WITH THE SHY GUYS AND GET TO THE ROOT OF THEIR TOAD TOWN CAPERS.



SHY GUY'S TOY BOX



Platforms rotate on a hub like the carriages of a Ferris wheel. Hop on to a platform and take it for a spin. You can use it to cross to the stack of blocks.



FIRE FLOWER, MUSHROOM, CALCULATOR, CAKE MIX x2 In the Shy Guy playroom, you'll find several masked mischief makers carrying pilfered items. They include Rowf's Calculator and bags of Cake Mix.



SHOOTING STAR A Shooting Star rests on a floating brick. Move a few paces to the left and jump up to make an invisible block appear. Climb onto that block and use Kooper to retrieve the prize.



BRING 'EM BACK

The Shy Guys have made off with many possessions that belong to citizens of Toad Town. Follow the guide on the right to bring the items back to their rightful owners.

CALCULATOR	→	ROWF
STOREROOM KEY	→	HARRY'S SHOP
MAIL BAG	→	POST OFFICE
FRYING PAN	→	TAYCE T.
COOKBOOK	→	TAYCE T.
DICTIONARY	→	RUSS T.

SLEEPY SHEEP

GENERAL GUY



Play Shy Guy slots for valuable prizes. Hit the Start Block to put the wheels into motion, then stop each wheel by hitting nearby blocks. The outcome will determine your prize.

PEACH'S CHOICE You'll find either an item or an enemy next to the treasure chest, depending on Peach's choice.

MYSTERY NOTE

DICTIONARY

? THUNDER RAGE

A net blocks the way on the conveyor belts. Go invisible with Bow to pass through it.

When you drop down to the lower level of the section with platforms that pop up and down, you'll gain access to a Star Piece.

DEFEND PLUS

5

ICE POWER

FRYING PAN

PINK STATION

MAIL BAG

Make your way to the top of the middle house in the row of three. From the left edge of the roof, use Parakarry to fly to the leftmost house. You'll find a Star Piece resting on the roof.

PEACH'S CHOICE Kammy Koopa has planted one of the items that Peach selected in front of each treasure box.

STOREROOM KEY

THUNDER BOLT

Walk around to the far side of the gold-colored building block. You'll find a valuable Star Piece.

TOAD TOWN

8 DICTIONARY



RETURN STOLEN ITEMS

STAGE 4 ENTRANCE 4

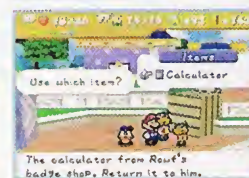
3 STOREROOM KEY



MAIL BAG



CALCULATOR



FRYING PAN COOKBOOK



1 LONESOME TRACKS

One small detail keeps you from taking the train to the next station—there is no train. Since Shy Guy's Toy Box is a scaled-up toy world, what you are looking for is a Toy Train. When you find it, you can take it for a ride.



2 RECLAIM THE CALCULATOR

Rowf's Calculator is among a handful of items that Shy Guys lifted from Toad Town citizens. You can face off with a Shy Guy in the Playroom to get the Calculator. When you bring it back to Rowf, he'll reward you with the I Spy Badge.

3 THE KEY TO SUCCESS

By following the Toy Box path east of Blue Station, you'll discover the Storeroom Key in a treasure chest. Take the key to Harry's Shop in Toad Town. As a reward for returning the key, the proprietor will allow you to take anything that you want from the Storeroom. There are four useful items in the Storeroom, but the most useful item is the Toy Train. Take it.



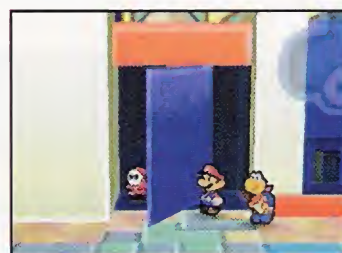
4 TAKE THE TRAIN

When you find the train in the Toad Town Shop's storeroom, you can place it on the tracks by dropping it into the Toy Box from the outside. When you jump back into the box, the train will be waiting for you on the tracks. Your first stop will be Pink Station. As you continue your adventure, you will soon clear the way to the other stations on the Toy Train tracks.



5 FRYING PAN PROJECT

East of Pink Station, you'll find a dead end and an endless supply of Shy Guys that pop out of a rotating panel. Move to the east to draw a Shy Guy out. When the Shy Guy is approaching the panel, wait at the right side of the panel and slip into the passage when the panel rotates. The passage leads to the Frying Pan. Take it to Tayce T. in Toad Town. She'll bake a Cake for you as a reward.



6 LET HIM EAT CAKE

Gourmet Guy has a lot of taste, and he likes to taste a lot of things. Tayce T. will make a Cake when she has her Frying Pan back. Bring the Cake to the big Guy in the Toy Box. He'll reward you by getting out of the way.

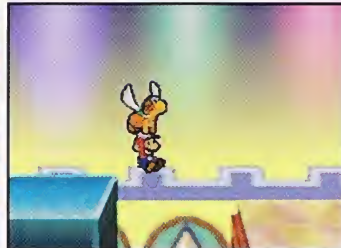
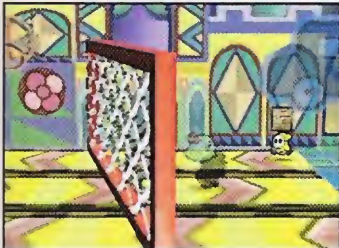


7 TURN THE TRACK

After you give a Cake to Gourmet Guy and go to the other side of the tracks, you'll find a big lever on a pink stand. Pull the lever to flip a section of the train track and gain access to Green Station.

8 RUSS T. READING

The Mystery Note and Dictionary are two items that you'll find east of Green Station. Take them both back to Russ T., near the west entrance to Toad Town. The note will give you a clue about how to move on to the next station.



Russ T. is one of the smartest Toads in Toad Town. He'll reward you with a Star Piece when you return his Dictionary. He'll also offer a translation of the Mystery Note.

9 COLOR CLUE

The Mystery Note, written in the language of the Shy Guys, translates to "yellow, green, red, then blue." The clue refers to the colored boxes near Green Station. Hit them in the order described in the note to trigger a track change.



10 FIGHT FOR THE LIGHT

Big Lantern Guy enjoys the dark. When you go up against him, he'll blow out his Lantern so that only a dim light burns. You won't be able to target Big Lantern Guy when he is shrouded in darkness. Hit the Lantern to make the room brighter, then have your partner target Big Lantern Guy. When the fight is finished, you can free Watt from the Lantern. She'll join your party.



11 WALLS COME TUMBLING DOWN

As you close in on General Guy, you'll come across a wall of blocks with one weak spot. Use Bombette to blast the wall and watch it crash to the ground. A squad of Shy Guys will flee the scene.

12 BRIGHT IDEA

The passage to General Guy's chamber is as dark as night. Hold Watt to bring light to the room, then make your way to the leader of the Shy Guy Platoon. A big battle awaits.

GENERAL GUY

General Guy fights for the protection of Shy Guy treasures, including a certain Star Spirit. Following your fight with the General's Shy Squad, the General rolls in with his special forces. You'll make short work of the Stilt Guys and Shy Stacks, then face off with the General himself. Target the tank's Bulb first, then go after the General. It is a war that you can win.



BOSS	HP	ATTACK	DEFENSE
STILT GUY	7	4	0
SHY STACK	10	1	0
GENERAL GUY	30	4	2





PEACH'S CASTLE

Peach is working on the inside to help Mario save the Mushroom Kingdom. You can help her explore the castle for clues. In the dining hall, you'll find a familiar face—Gourmet Guy. He is willing to give you information about Bowser's plans if you are willing to bring him something to eat. He'll give you a key that will allow you access to the kitchen. When you bake and bring back a Strawberry Cake, Gourmet Guy will fill you in on Lavalava Island.



STOREROOM



When you find Badges in the Castle, be sure to place them in the storeroom treasure chest. Mario will be able to pick them up at Merluvlee's house.

TOAD'S ROOM



One of the castle's Toads has been hiding in a dresser since Bowser took over the place. Talk to the Toad and take the Toad's Last Stand Badge.



WISH UPON A STAR

Muskular, the fourth Star Spirit, is happy to be out of the hands of the Shy Guys. In return for your kindness, he strengthens your Star Energy and grants you the Star Spirit Power called Chill Out. By using the power, you can lower the attack strength of all of the enemies in a battle for a few turns. That will make them weaker and easier to defeat.

MUSKULAR CHILL OUT—STAR ENERGY: 2



CHAPTER 5

HOT HOT TIMES ON LAVALAVA ISLAND



A WHALE OF A RIDE

As you explore Toad Town, you'll find your old pal Kolorado pondering a whale with an upset stomach in the port. After you get the whale's attention with a Spin Jump on his back, you can help him by going face-to-face with a Fuzzipede in his belly. Watt will light your way. When the Fuzzipede leaves, the whale will offer to take you anywhere you want to go. Kolorado suggests Lavalava Island, land of treasure and a Star Spirit.



LAVALAVA ISLAND

THERE'S NOTHING LIKE RIDING ON THE BACK OF A WHALE WITH THE WIND BLOWING THROUGH YOUR MUSTACHE AND THE STRONG SCENT OF BRINE IN THE AIR. THUS BEGINS YOUR LAVALAVA ISLAND JOURNEY.



STUDIES IN ISLAND FOLIAGE



The small plants with curly stems sometimes give you Hearts and sometimes attack you. Be careful.



A few rare plants are shaped like natural traps. When you jump onto them, they will flatten you with a slapping snap.



A spinning violet can lift you high into the air. Hop onto the violet and press the Z Button to spin and float skyward.



Sometimes when you shake the bushes, they will fight back. If they fight in force, they can be very damaging.

STONE CAP



EGG When you grab a vine, an Egg will drop from the tree. Use it to restore 5 HP.



13

JADE JUNGLE

9



You'll discover a priceless Star Piece under the water, in the depths of Jade Jungle. Use Sushie to dive down and collect the sparkling prize.

8



FRIGHT JAR



12



POWER QUAKE

?

11



TO TOAD TOWN Pg. 20

The whale waits for you on the shore of Lavalava Island. Whenever you want to return to Toad Town, he'll take you there.

REPEL GEL



MYSTERY?



YOSHI'S VILLAGE

5

START

STOP WATCH

COCONUT



COCONUT x6

LETTER



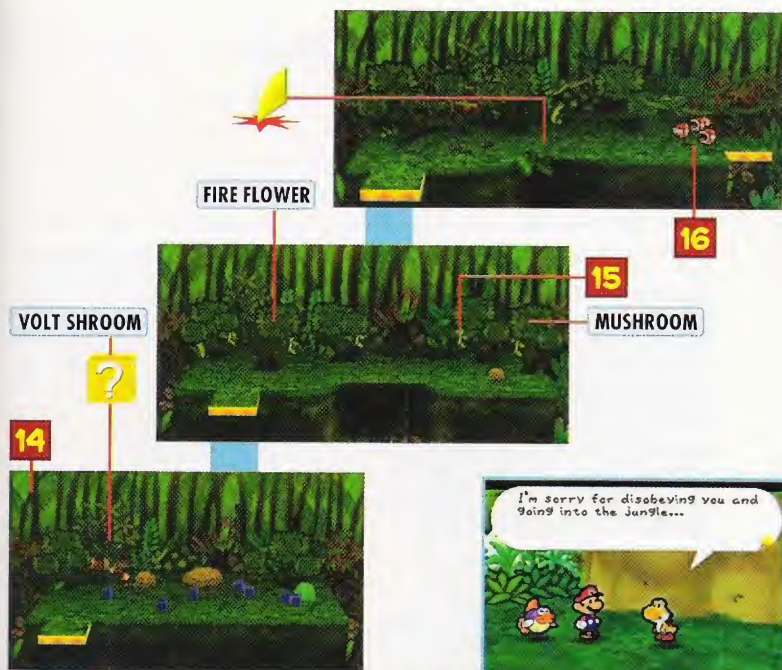
1

COCONUT

2

COCONUT





After the eruption of Mt. Lavalava, the treasure of the volcano will drop into the Jade Jungle. When you bring it to Kolorado in Yoshi's Village, Kolorado will provide you with something that you need—a Bub-ulb's Magical Seed.

VOLCANO VASE



10



LETTER

6



SHOP

FIRE FLOWER	5
HONEY SYRUP	6
SNOWMAN DOLL	15
SUPER SHROOM	15
TASTY TONIC	2
THUNDER RAGE	15



HAPPY HEART

17



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JAMMIN' JELLY You'll find Jammin' Jelly behind a large leaf. Use it to restore 50 FP.

TO MT. LAVALAVA Pg. 68



COCONUT

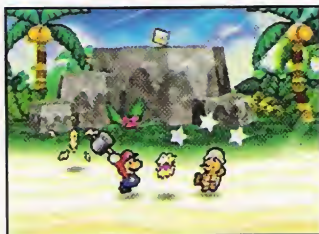
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3



1 TROUBLE, ALREADY?

In his eagerness to start searching for the treasures of Mt. Lavalava, Kolorado darts out across the beach, where he is attacked by a pair of Jungle Fuzzies. Kolorado is no Indiana Jones. He needs your help to fight off the Fuzzies.



2 DISCOVER YOSHI'S HOME

The settlement on Lavalava Island is a village full of Yoshis! Walk around the town and learn what the Yoshis have to say about the island and volcanic Mt. Lavalava. You'll pick up some useful information and helpful items.



3 TROUBLE, AGAIN

Kolorado is in trouble again—attacked by Spear Guys on the path to the volcano. He needs your help. Stomp the Guys when their spears point to the side and Hammer them when their spears point straight up.



4 SAVE THE FEARSOME FIVE

When you return to Yoshi's Island from the blocked entrance to Mt. Lavalava, you'll learn that the Yoshi kids who call themselves the "Fearsome Five" have wandered into the Jade Jungle, along with their nanny, Sushie. The Yoshis know that you're a helpful sort and they need you to track down their children before the kids get into even more trouble. If you help the Yoshis, they'll help you later.



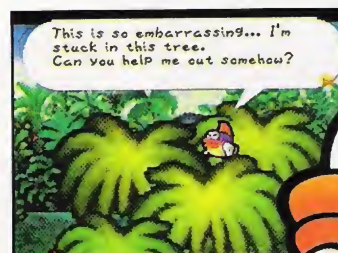
5 CLEAR A PATH

You've always known to check plants to see if they release Coins or other treasures. Some of the plants in Jade Jungle move out of the way when you check them, allowing you to continue your journey into the jungle's depths.



6 A FISH CALLED SUSHIE

Your search for the Feasome Five starts with the discovery of their nanny. Sushie is a fish out of water who could use your help in tracking down her five charges. You'll find her in a tree. Hit the trunk several times with your Hammer to shake her out of the tree's branches. With Sushie on your side, you can cross large expanses of water and even dive down to find Coins and sunken treasure.



Sushie is a great swimmer and a feisty fighter. She can hold her own with her Belly Flop attack and enemy-dousing Squirt attack.

7 FEARSOME FIRST

After you battle a grouping of four M. Bushes, you'll uncover Red Yoshi behind some foliage. The first member of the Feasome Five has become fearful of the Jade Jungle and its inhabitants. It'll be a long time before that Yoshi goes back into the jungle without proper supervision. Your journey to save the others continues.



8 UNDERGROUND RESCUE

By clearing away bushes on top of a small island climb, you will reveal a pipe that leads to a dark cave. When you use Wart to light up the cave, you'll discover Green Yoshi, another errant Yoshi kid. Those kids sure know how to get into trouble. That one has learned a valuable lesson and will return to Yoshi's Village immediately.



9 YOSHI IN DISTRESS

Blue Yoshi is on a small island in the western edge of Jade Jungle. You can swim with Sushie to the piece of land just east of Blue Yoshi's island. There, you will find what looks to be a stump. When you hit the stump with your Hammer, it will pop out of the ground and fall over, creating a bridge to where you can save the Yoshi kid.



10 PLANT ATTACK

Yellow Yoshi is surrounded by a pair of Putrid Piranhas. The plants bite you for three points of damage or release poisonous gas. You can counter with your most powerful stomping attacks and with Sushie's Squirt attack.



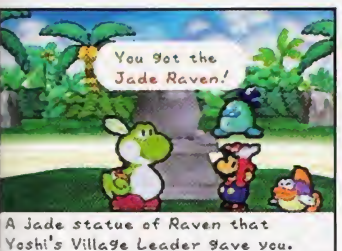
11 SNOOZING YOSHI

Purple Yoshi is just across a small stretch of water from Yoshi's Village, safely sleeping in a tree. After you've shaken the tree with your Hammer, sending the Yoshi kid on its way, you can walk over a bridge to the south and hit a stump that will turn into another bridge, giving you easy access to the village.



12 MYSTERY OF THE JADE RAVEN

When you return to Yoshi's Village, with all of the Yoshi kids safe at home, the leader of the village will reward you with the Jade Raven, a mystic sculpture that will help you find a new route to Mt. Lavalava. The Jade Raven is the key to finding Raphael the Raven. Place it in the statue of Raphael in the Jade Jungle. The statue will move to the side, allowing you to go deeper into the jungle.



13 PARTING PLANTS

As you enter the territory of Raphael the Raven, you'll find thick foliage. Check all of the plants in the area. Two bushes in the back of the area will part and reveal the path to the next area.

14 THE PRESSURE BUILDS

There are several Blue Blocks and several small holes in the ground where the path is blocked by a very large rock. The holes are connected to an underground spring. Push the blocks so that they cover all of the holes, including the hole that releases a small geyser. The water will shoot up under the rock and carry it away.



15 GRAB AND GO

The path stops in a place with a few trees and some jungle vines. If you jump up and grab one of the vines, a group of plants will move out of the way, opening the path once again.

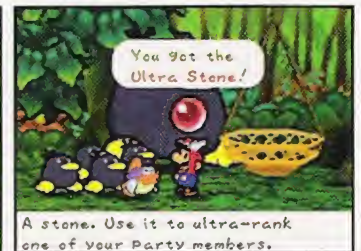
16 MASH THE MAGIKOOPA

The last obstacle in your path to Raphael the Raven is a Magikoopa and three Putrid Piranhas. The Magikoopa can cast magic on the Piranhas making them very powerful. Target the magician first, then go after the plants.



17 PASSAGE TO THE VOLCANO

Raphael the Raven is at the top of a huge tree. When you speak to the powerful purple bird, he will move heaven and earth to help you reach Mt. Lavalava, or at least he will move a very large root that blocks your path. Before he sends you on your way, he will give you the incredible Ultra Stone, which gives you the ability to promote your party members to Ultra-Rank when you find Super Blocks.



MT. LAVALAVA

THE MOLTEN PASSAGES OF MT. LAVALAVA ARE CONTROLLED BY PIRANHA PLANTS AND HOT-HEADED ENEMIES. YOU'LL FIND THAT GOOD HOPPING SKILLS AND STRATEGIES DESIGNED TO COMBAT FIERY FIENDS WILL TAKE YOU FAR IN YOUR FIGHT.



Be sure to select the Ice Power Badge, found in Shy Guy's Toy Box, before you begin your fight through Mt. Lavalava. It will increase your attack power by two points over fire-based enemies like the heat-producing Lava Bubbles in the first passage.



A platform floats back and forth over the wide lava expanse. Stand on the far-right side to avoid the rotating flame bar while you wait for the platform to get within jumping distance, then hop over to the platform, or use Bow, and take a ride to the other side.



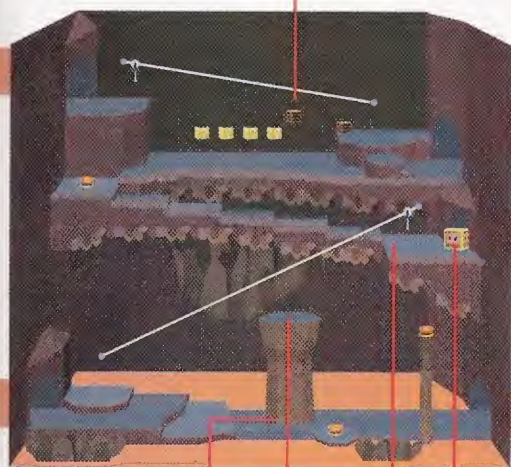
DIZZY STOMP With the Ultra Hammer, you can break through to a small chamber that holds the Dizzy Stomp Badge. Use Parakarry to collect the prize.



POW BLOCK Kooper continues to be a useful member of your party. Hop onto the Brick at the edge of the landing and use Kooper to break the Brick that holds the POW Block.



The rotating flames of Koopa Bros. Fortress and every Super Mario Bros. classic make an appearance in Mt. Lavalava. Hop and run to beat the heat.



5

S

FIRE SHIELD

As you slide down to the bottom of the chamber, you can let go of the handle by pressing A. That will allow you to land on the plateau and collect the Fire Shield Badge.



By using the Ultra Hammer, you can break through the Metal Block in the large Mt. Lavalava chamber. As you take your swing, Kolorado will arrive just in time to be the first to enter the next chamber.



Don't miss your opportunity to promote a party member. Slide through the open chamber and let go of the handle as you pass through the shaft of light. You'll land near a Super Block.



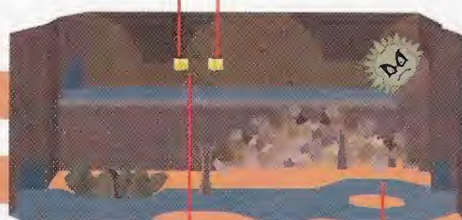
A



S

SUPER SHROOM

MAPLE SYRUP



8

LAVA PIRANHA



9



1 HOT LAVA TRANSPORT

Mario has seen many a moving platform in his life as the hero of the Mushroom Kingdom. You'll find that there are a number of sinking and sliding platforms in the passages of the volcano. Wait for the right moment, then jump.



2 ULTRA POWERFUL MOVE

With the Ultra Stone in your possession, you can use the Super Block in the northeastern passage to bring a Super-Ranked member of your party up to Ultra-Rank, giving your partner more power and fighting techniques.



3 DAM THE LAVA

There are three Blue Blocks on the far side of the lava river. Use Parakarry to cross the river, then push the Blocks into the lava so that they form a straight line over the expanse. The Blue Block barricade will stop the lava flow, giving you access to the lower area.



4 BRIDGE OVER THE LAVA RIVER

A wide river of lava flows through the chamber that holds the Ultra Hammer. Push two Blue Blocks into the lava so that they form a partial bridge, then walk onto the blocks and call on Parakarry to carry you the rest of the way. The Ultra Hammer is yours!



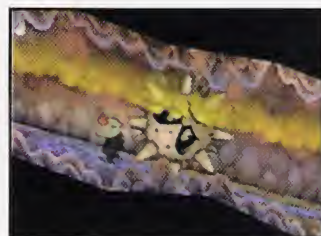
5 SPRING INTO ACTION

You'll find a jump pad at the bottom of the large chamber in the heart of the volcano. Once you have the Ultra Hammer, hop onto the platform and use it to bounce back up to the middle of the chamber, then pound through the Metal Block with the Ultra Hammer and continue your adventure.



6 FLATTENING FOE

The spiky rock that rolls through the long hall could roll right over you if you're not careful. If it looks like you're not going to outrun the rock, use Bow to turn transparent and let the rock roll through you.



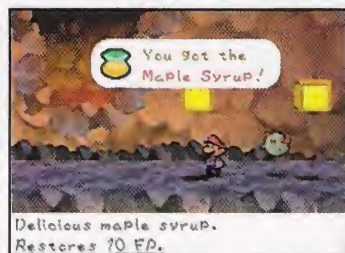
7 HEAVY HELP

A rock wall blocks your way. Push the Blue Block to the left so that you can step up to the ledge that holds several Metal Blocks. Next, break through the obstacles to clear a path for the large round rock at the top of the chamber. When the last Metal Block is out of the way, the round rock will roll and crash through the barrier.



8 PREPARE FOR BATTLE

Even though Kolorado is wrong about the location of the treasure, he will lead you to a passage where you can collect a Super Shroom and Maple Syrup—two items that could be useful in the battle ahead. Collect them, then return to the previous chamber and go down the stairs to get closer to the Lava Piranha.



LAVA PIRANHA

The head plant of Mt. Lavalava may not be an articulate speaker, but it does have a strong bite and a fiery temper. Since the Lava Piranha and its buds hang high above the surface, you won't be able to reach them with your Ultra Hammer. Use your most powerful jump technique and Sushie's Squirt attack to fight off the plants. If you're wearing the Fire Shield, the plant attacks will cause minimal damage.



BOSS	HP	ATTACK	DEFENSE
LAVA PIRANHA	40	5→7	0
LAVA BUD	8	4→0	0
PETIT PIRANHA	1	6	0

9 ESCAPE FROM THE VOLCANO

After you save Misstar from the Lava Piranha, the ground will shake and the lava level will rise. Even though Kolorado desperately wants to continue his search for the treasure of Mt. Lavalava, Misstar will convince you that you should get out of the volcano. Blast through a wall with Bombette, then rise up and out.



MAKE A TRADE WITH KOLORADO

When you return to Yoshi's Village, you'll find Kolorado, still searching for the treasure of Mt. Lavalava. If you find the treasure, Kolorado will give you something that you will need to advance to the Flower Fields—one of the four Magical Seeds. As it happens, the treasure popped out of the volcano during the eruption and landed in the Jade Jungle. You'll find it in the same place where you found Sushie. Grab it and take it to your pal in the village.



The treasure of Mt. Lavalava is the priceless Volcano Vase. You'll find it in the Jade Jungle, near the tree where you found Sushie. Bring the vase to Kolorado. He'll give you Bub-ulb's Magical Seed in return.



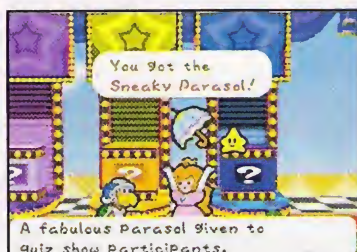
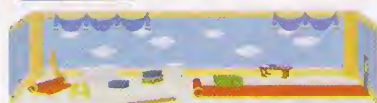
PEACH'S CASTLE

Bowser's guards are big fans of quizmaster Chuck Quizmo.

You'll find evidence of their game show fever as you guide Peach through the castle's lower hall. When the guards find you, they'll enlist you as the third contestant of a game show in which you can learn about the Flower Fields, Mario's next battleground, and win the Sneaky Parasol and Jammin' Jelly.



QUIZ ROOM



QUIZ

What's the name of the boss inside the volcano on Lavalava Island?	Lava Piranha
Where did Master Huff N. Puff imprison the Star Spirit?	Flower Fields
What's the name of the scary round monster living in Dry Dry Ruins?	Chomp
How would you get to Flower Fields?	Pass Flower Gate
What's the name of the person who King Bowser really loves?	Princess Peach
What thing is most deeply related to Flower Fields?	Flower
What's the name of the most admirable, invincible, just downright cool guy around?	King Bowser
What's the name for the ghosts who live in and around Forever Forest?	Boo
What's the name of the area just to the south of the post office in Toad Town?	The Flower Garden
Where is Peach's Castle now?	On Bowser's Castle

BOWSER'S ROOM



PEACH'S ROOM



2ND FLOOR HALL



LIBRARY

STOREROOM

KITCHEN

DINING



TOAD'S ROOM

1ST FLOOR HALL



WISH UPON A STAR

In addition to pulling you out of the volcano, Misstar will offer you helpful advice and grant you a new Star Power: Smooch. When you use Smooch in battle, Misstar will give you a kiss that restores 20 Heart Points. The power drains three units of Star Energy, but it can help you last much longer in places where Mushrooms and Heart Blocks are hard to find.

MISSTAR SMOOCH-STAR ENERGY: 3



CHAPTER 6

DARK DAYS IN FLOWER FIELDS

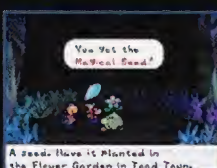


OPEN THE GARDEN GATE

All clues for the location of the sixth Star Spirit point to Flower Fields. You can enter Flower Fields once you have collected all four of the Bub-ulbs' Magical Seeds and Minh T. has planted them in the Toad Town Garden. When the seeds are in the soil, a gate to the Flower Fields will appear.



TOAD TOWN



FOREVER FOREST



MT. RUGGED



LAVALAVA ISLAND

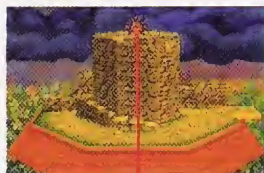


FLOWER FIELDS

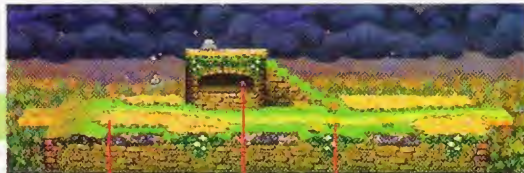
THE FLOWER FIELDS ARE SHROUDED IN DARKNESS. HUFF N. PUFF HAS CREATED A BLANKET OF CLOUDS THAT SPREADS OVER ALL OF THE LAND. FIGHT THE CLOUD CREATURE TO CLEAR THE SKIES.



FLOWER FIELDS



13



14

SHOOTING STAR



15

STINKY HERB

MEGA SMASH The Mega Smash Badge is inside a stone structure. Climb to the top and use Bombette to blast a rock. That will leave a hole. Drop down through the hole to collect the Badge.



The Bubble Plant goes for Bubble Berries. When you take one of the rare berries to the plant, it will blow a bubble. Climb into the bubble for passage over the thorns.



10

WATER STONE



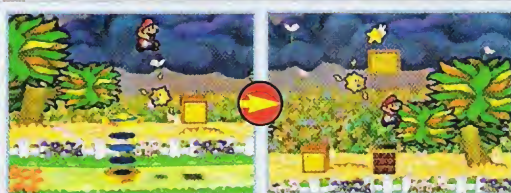
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8

?

Lakitus guard the hedge maze. Jump high and stomp them. Before long, you'll send them packing and you'll have a clear path to the maze, where your only danger is getting lost.



SHOOTING STAR Bounce off the jump pad to a floating block, then jump over to the brick and jump straight up from there to reveal a Shooting Star.



4

FERTILE SOIL
CRYSTAL BERRY



3

YELLOW BERRY

STINKY HERB





Walk through a hole in the wall to reach a jump pad. Bounce up and over to find a Super Block.

STINKY HERB

16



LETTER

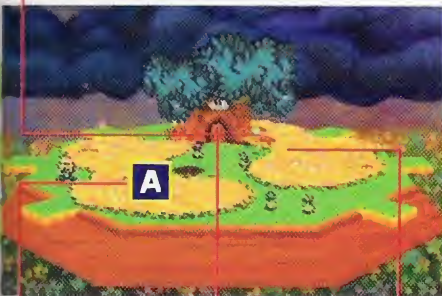
THUNDER RAGE



17



1



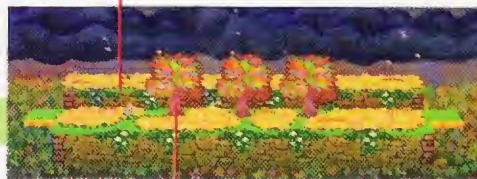
A

18

START TO TOAD TOWN Pg. 20



STINKY HERB Check one of the vines that climbs the wall. A Stinky Herb will fall. You can use the herb to restore five Flower Points.



MAGICAL BEAN

RED BERRY

2



HAPPY FLOWER The talkative flower near Wise Wisterwood gives you a clue about three trees. Hit them middle, right, then left to earn a valuable prize.



FLOWER SAVER When you toss most things into the well, enemies appear. Toss a Blue Berry in the well. The Flower Saver Badge will pop out.



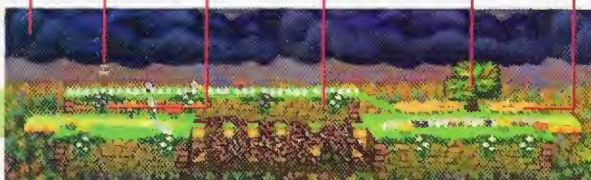
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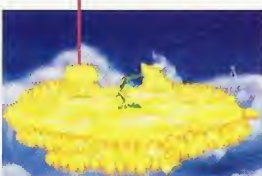
STINKY HERB

6

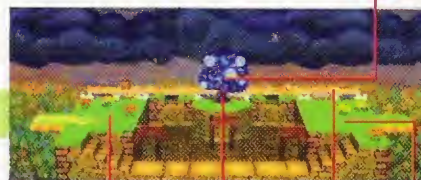
BLUE BERRY



S. JUMP CHG. After you ride the vine to the sky, hop on a small cloud to rise a little higher, within reach of the incredible S. Jump Chg. Badge.



A



DIZZY DIAL

BUBBLE BERRY

MAPLE SYRUP



12

11

7



MIRACLE WATER

JAMMIN' JELLY



HUFF N. PUFF

1 TREE OF KNOWLEDGE

When you arrive in the Flower Fields, you'll talk to an old tree that holds the portal to Toad Town. Listen to Wise Wisterwood for the lowdown on Huff N. Puff and on how you might be able to find the master of the clouds.



2 BATTLE FOR THE BEAN

Wise Wisterwood believes that you will be able to reach Huff N. Puff's home in the clouds if you grow a very tall vine and climb it to the sky. Of course, the only way to grow a plant that tall is to find a Magical Bean. The seed collector, Petunia, has such a bean. When you help her with a little Monty Mole problem near her roots, she will give you the bean as a reward. Go seek soil and water next.



3 BERRY-EATING PLANT

There are three gatekeeper plants in the Flower Fields that will let you pass through their gates if you bring them gifts. They all eat berries, especially berries that match their colors. Give the Red Berry to the red plant.



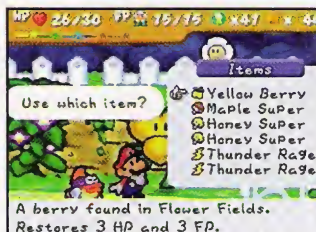
4 THE SECRET OF THE SOIL

Posie, the yellow plant near the crystal tree, has the soil that you need to make the Magical Bean grow. For once, someone is willing to give something to you without asking for anything in return. Take the Fertile Soil and continue.



5 YELLOW BERRY DELIGHT

The guardian plant at the gate to the dry fountain is a yellow plant that considers itself an expert in fine foods. By following the color-matching rule, you'll know that the plant wants a Yellow Berry. Fork it over.



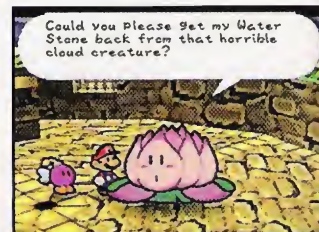
6 DANGEROUS FLIGHT

The gaps between grassy platforms in the thorny thicket vary in width. You can jump over some of them, and you will need Parakarry to carry you over the others. Remember, when you use Parakarry, you can drop early by pressing the A Button in midflight.



7 LANDLOCKED LILY

When you reach the spring, you'll hear Lily as she laments over the fact that the Water Stone has been stolen by cloud-riding Lakitus. If you can find the stone, water will return to the spring and you'll nearly be ready to grow the vine.



8 BLUE BERRY GATE

The last of the berry-eating plants is at the gate before the hedge maze and your meeting with Rosie. The plant is blue. Give it a Blue Berry and continue on your way.

9 HOP THROUGH THE HEDGE MAZE

As you guide Mario through the hedge maze, you'll see that he is completely covered by foliage. You can keep track of his location by hopping repeatedly or by taking along a flying partner, like Parakarry or Boo. The pipe near the middle leads to the exit.



10 RETRIEVE THE WATER STONE

Rosie, the rose spirit, discovered the Water Stone in the hedge maze—dropped there by fumbling Lakitus. You can have the Water Stone if you give Rosie something more beautiful. Go back and talk to Posie. She'll produce a Crystal Berry, which is just what you need.



11 WATER FROM A STONE

The Water Stone can bring water to the spring. Take the Stone to Lily. She will have you place it in the hole in the center of the spring. When the water pours out, Lily will reward you with Miracle Water for the Magical Bean.

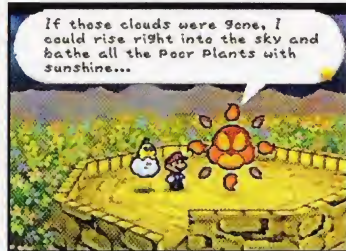


12 BAG A BUBBLE BERRY

With the spring bubbling over, you can use Sushie to ride over the water and cross over to the Bubble Berry Tree. Hit the tree and collect one of its berries for passage to the tower in the northwest.

13 SUNDOWN OVER FLOWER FIELDS

By using Bombette to clear the way, you can climb to the top of the tower. There, you will meet the Sun, down because of the blanket of clouds that covers Flower Fields. If you want the Sun to rise and the plants to grow, you must put an end to the cloud cover.



14 YOU'LL LIKE SPIKE

On your way back from meeting the Sun, you'll encounter a likable Lakitu called Lakilester (a.k.a. "Spike"). After a short sparring session, Lakilester will decide that he wants to play for the good guys and will join your team.



15 RIDE WITH LAKILESTER

Mario has ridden on a Lakitu's cloud before but never in the passenger seat. With Lakilester as your guide, you can fly low, just over the beds of vines and thorns.

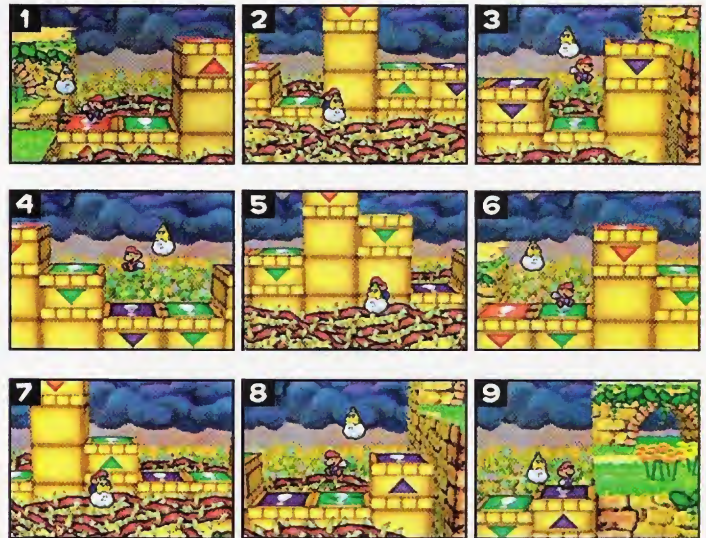
HUFF N. PUFF

Never have you needed tactics that allow you to hit multiple enemies more than in your battle with Huff N. Puff and his Tuff Puffs. With every hit that you score on Huff N. Puff, the giant cloud will spawn more Tuff Puffs. Use Lakilester's Spiny Surge attack to fight off the little clouds, then go after the big guy with your strongest jumping move. You'll need good defense and a strong will to weather the storm.



16 PUZZLING PLATFORMS

There is a succession of seven platforms, in three different colors, on the way to Puff Puff Machine. When you use the Spin Jump to stomp a platform, every platform of the same color will move up or down. Follow the pictures below to solve the puzzle. You'll float over the thorns with Spike and Spin-Jump a total of six times.



17 CRASH THE CLOUD MACHINE

Huff N. Puff's Puff Puff Machine is to blame for the clouds over the Flower Fields. It is not solidly built. You can break it apart with a few swings of your Hammer after you beat the Magikoopa and Lakitus at its controls.



18 SUNSHINE, SOIL AND WATER

With all of the elements in your possession, you can make the Magical Bean sprout and let it grow to reach the sky. When the plant is fully grown, you can use it to reach Cloudy Climb and the cloudmaster, Huff N. Puff.



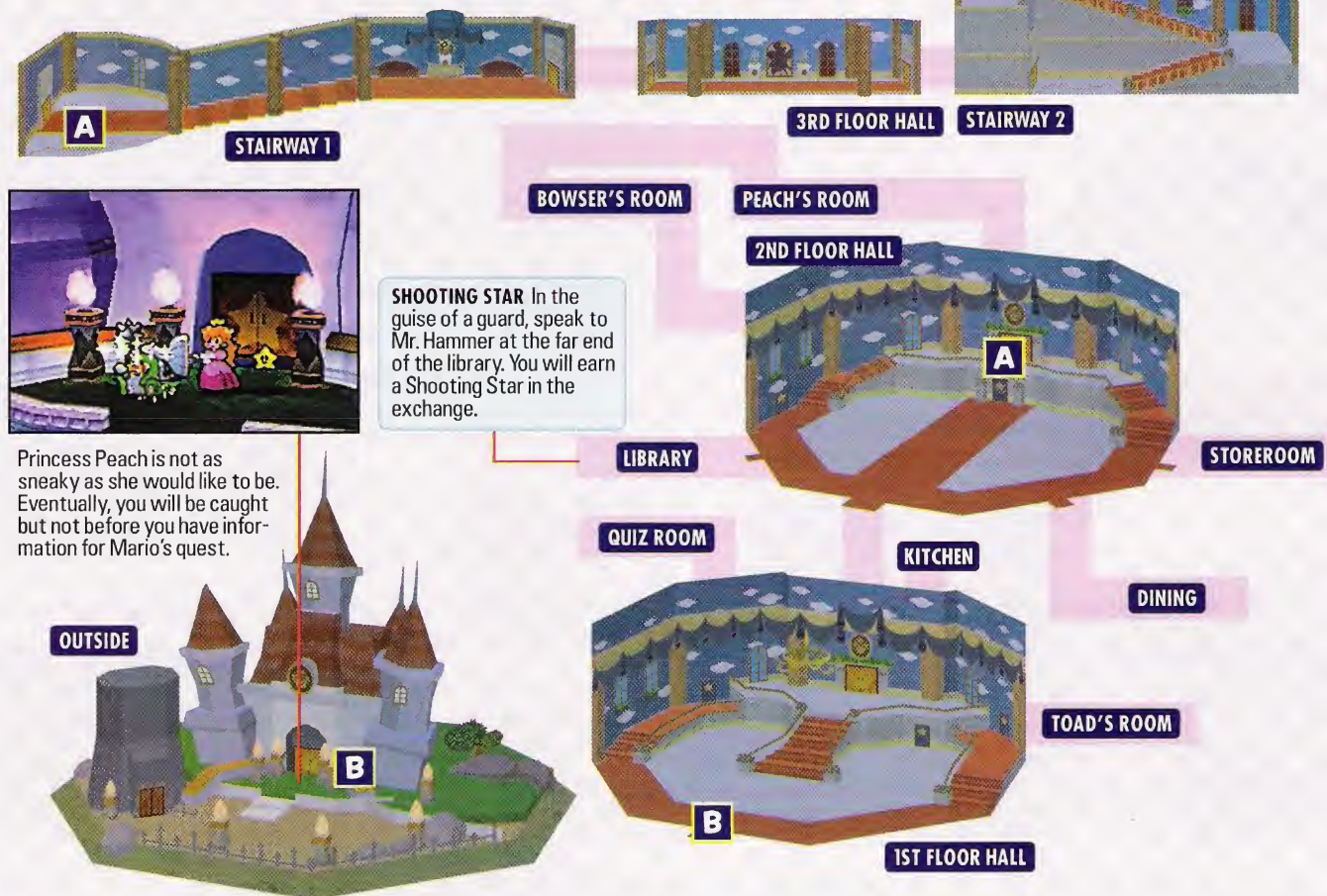
BOSS	HP	ATTACK	DEFENSE
HUFF N. PUFF	60	5	0
TUFF PUFF	1	2	0





PEACH'S CASTLE

Peach is at it again. She can't stand idly by while Mario fights to save her. With the Sneaky Parasol, you can guide Peach through the castle grounds. When you leave Peach's room, use the parasol to disguise Peach as one of the guards in the second floor hall. Next, talk to a guard at the end of the third floor hall. He will give you a key. Use the key to exit the castle from the first floor hall, then use the Sneaky Parasol on a sleeping Clubba. In the guise of the Clubba, go up to the top of the castle and learn more about Bowser's plans.



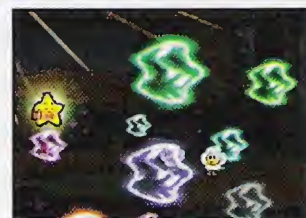
Princess Peach is not as sneaky as she would like to be. Eventually, you will be caught but not before you have information for Mario's quest.



WISH UPON A STAR

Safe from the clutches of Huff N. Puff, Klevar, the sixth Star Spirit, bolsters your Star Energy to level 6 and grants you Time Out. With the new power, you can freeze large groups of enemies in their tracks for a few turns, allowing you to clear the field without losing Heart Points. It'll come in handy as you make your way to the Crystal Palace and beyond.

KLEVAR TIME OUT-STAR ENERGY: 2



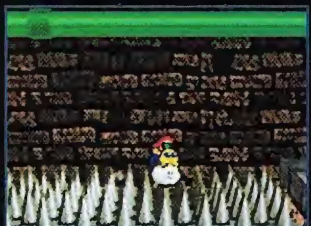
CHAPTER 7

A STAR SPIRIT ON ICE



UNDER TOAD TOWN

Enter Toad Town's private pipe located in front of Tayce T.'s house. Break through the boards in the floor, then ride Sushie across the water. In the next room, hitch a ride on Lakilester's cloud to cross the spikes and reach the pipe leading to the Ultra Boots. Once you have the jump-boosting footwear, backtrack to the spiked path, then exit right. In the next room, Watt can help you see the blocks leading to the blue door and the Shiver City warp pipe.



SHIVER CITY

NEARBY STARBORN VALLEY IS HOME TO THE STAR KIDS, WHILE SHIVER CITY IS HOME TO A STAR WRITER. NOVELIST HERRINGWAY PENS MYSTERIES IN THE ICY BURG, AND HE'LL BECOME A SUSPECT IN A REAL-LIFE WHODUNIT.



SHIVER CITY



ATTACK FX E To snag the Badge in the doorless house, enter the neighboring home to the right. Hop up the shelves, exit out the window, then cross to the next roof to enter the building through its window.



SHOP	
DIZZY DIAL	15
LIFE SHROOM	40
MAPLE SYRUP	20
SHOOTING STAR	30
SNOWMAN DOLL	8
SUPER SHROOM	20

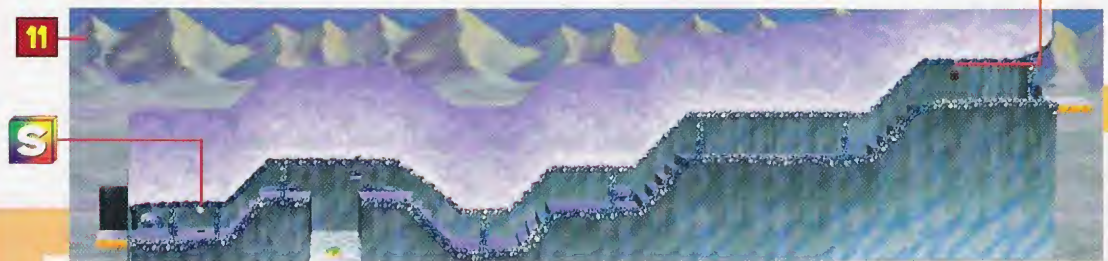
TO TOAD TOWN TUNNELS Pg. 24

START

ICED POTATO, ULTRA SHROOM AND FOUR MUSHROOMS You'll wake up from your naps with an Iced Potato at your bedside. If you take a nap after defeating the Crystal King, you'll find Mushrooms, too.



SHIVER MOUNTAIN



ULTRA SHROOM At the top of the stairs, let Watt shine some light on the invisible block that contains a 50 HP-replenishing power-up.



SHIVER SNOWFIELD

A



LETTER

10

REPEL GEL



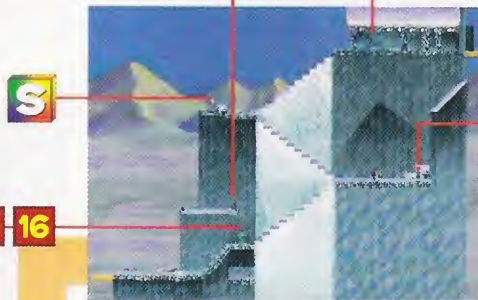
No one can leave Mayor Penguin's city without his permission, and you definitely won't be able to leave when you're accused of murdering him. Only after you've solved the crime will you have permission to exit.



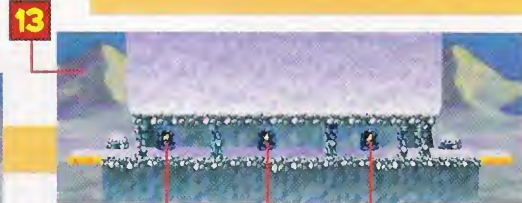
At the Save Block, walk toward the screen and drop off the cliff. An isolated ledge that's home to a Star Piece will break your fall.



TO CRYSTAL PALACE Pg. 84



Parakarry can carry you across short distances only, so you won't be able to fly across the wide gap. Instead, you must raise an ice bridge by kicking Kooper into the switch on the opposite cliff.



STAR STONE

PEBBLE

SHOOTING STAR

THUNDER RAGE

SNOWMAN DOLL

The Ninjas take care of the Star Kids, and they can't always keep track of the children. The one who is hiding is stationed to the right of the central house.



STOP WATCH

LETTER

?

STARBORN VALLEY



1 MURDER, HE WROTE

Seek shelter from the wintry weather in the Mayor's House. If you talk to the Mayor's wife, she'll invite you into the back room. When you enter, you'll find that despite the warm temperature in the house, the Mayor seemingly has been put on ice. Lying lifeless on the floor, he holds a note that reads "Herringway." It's the only clue you have to prove your innocence, so find the penguin who bears that name.



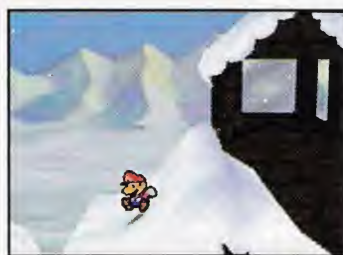
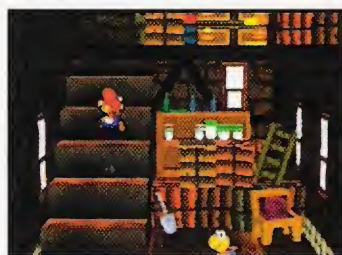
2 BREAKING THE ICE

Herringway doesn't seem to be inside his house, so search elsewhere. Begin by investigating the Warehouse. The penguin posted in front of it has locked himself out, and the key is frozen in the nearby pond. To shatter the ice, Tornado-Jump on it three times. Once you've dived to the key using Sushie, unlock the Warehouse.



3 WAREHOUSE ROOFTOP

Upstairs, bounce off the spring to reach the tower. Slide down the gable, then launch yourself to Herringway's roof. The writer is holed up in the attic. If you make like Santa and slide down his chimney, you'll be able to find out if the suspect has been naughty or nice.



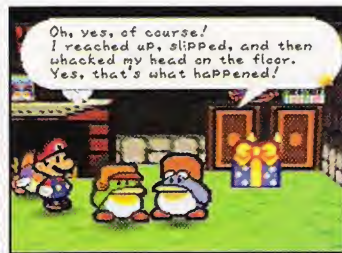
4 BOOK HIM, MARIO

When you touch down in Herringway's fireplace, you'll stumble upon the writer's secret work station. After you talk to him, he'll realize that he must visit the Mayor's House to clear his name. Follow him to solve the mystery.



5 A HAPPY ENDING

Return to the back room of the Mayor's House and speak to the Penguin Patrol Guard. As soon as you have a word with the green penguin, the Mayor will suddenly regain consciousness. Only out cold—not put on ice—the Mayor reveals that he fell and got conked out after trying to retrieve a gift for Herringway on his shelf. Sorry for the trouble, the Mayor allows you to exit the city.



6 MAGICAL JR. TROOPA

Never one to take defeat lightly, Jr. Troopa has brushed up on using magic and will wield his wand in a rematch. His HP is 50 and his Defense Power is 1, so you should be able to take out the persistent bugged with several special moves.



7 BIG GHOST, LITTLE SCARES

The ghost guarding the entrance to Starborn Valley is really just a cluster of Star Kids trying to ward off intruders. The specter sports only 20 HP and zero Defense Power, so you'll have more than a ghost of a chance at exorcising it.



8 FABULOUS SCARF

When you enter Starborn Valley, Merle—the son of Merlon—will greet you and explain that the Star Kids born in the valley have been unable to rise to the sky since Bowser stole the Star Rod. If you follow the mystic into his house, he'll give you the Fabulous Scarf. Merle can't remember how to get into the Crystal Palace, but he knows that the Fabulous Scarf paired with an item that the Mayor owns will show the way.



9 MARVELOUS BUCKET

According to Merle's vision, a Star Spirit is imprisoned in the Crystal Palace. If you return to the Mayor's House, Mayor Penguin will give you the Marvelous Bucket—the second heirloom you need to unlock the hidden route to the castle.



10 PLAYING DRESS-UP

All of the snowmen wear identical outfits, except one who's missing his scarf and another who's without a bucket for a hat. Place the Fabulous Scarf and Marvelous Bucket on the snowmen whose outfits aren't complete. When you've finished accessorizing their wardrobes, a secret passage to the palace will open in the cliff wall.



11 ICE CAPADES

Fall into the crevasse, then break through the ice using the Tornado Jump. When the ice shatters, you'll thaw out a frozen switch. By pouncing on the switch, you'll cause the frozen floor to rise, bridging the gap in the crevasse.



13 GIVE AND TAKE

The tunnel houses three altars. Inside each altar is an item. If you remove an item, an ice wall will lower and block your path. To raise the wall, you must replace the item you've taken with another item. Use throwaway items like the Pebble.



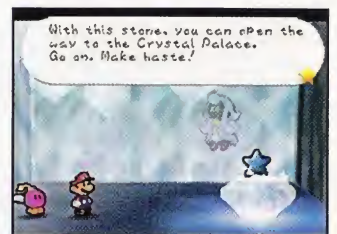
14 THE SMALL SHRINE

Merle will hint about a small shrine if you talk to him after receiving the Fabulous Scarf. To find the hidden area, drop off the ledge by the ice altar with the star-shaped hole. After you land, detonate Bombette at the cracked wall. Enter the hole you've blasted open, then walk through the illusionary wall on the right.



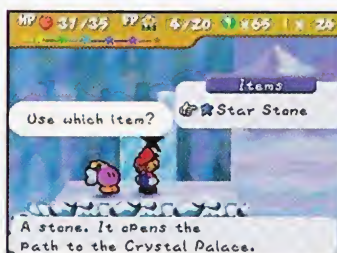
15 MADAM MERLAR'S STAR STONE

Behind the illusionary wall is the hidden shrine that's haunted by Madam Merlar. After listening to her story, the ghostly ancestor of Merlon and Merle will give you the Star Stone that she's been guarding.



16 UNLOCKING THE CRYSTAL PALACE

The Star Stone fits perfectly into the star-shaped hole carved into the ice altar. Insert the Star Stone into the five-pointed keyhole to raise a set of stairs. Climb them to reach the front doorstep of the Crystal Palace.

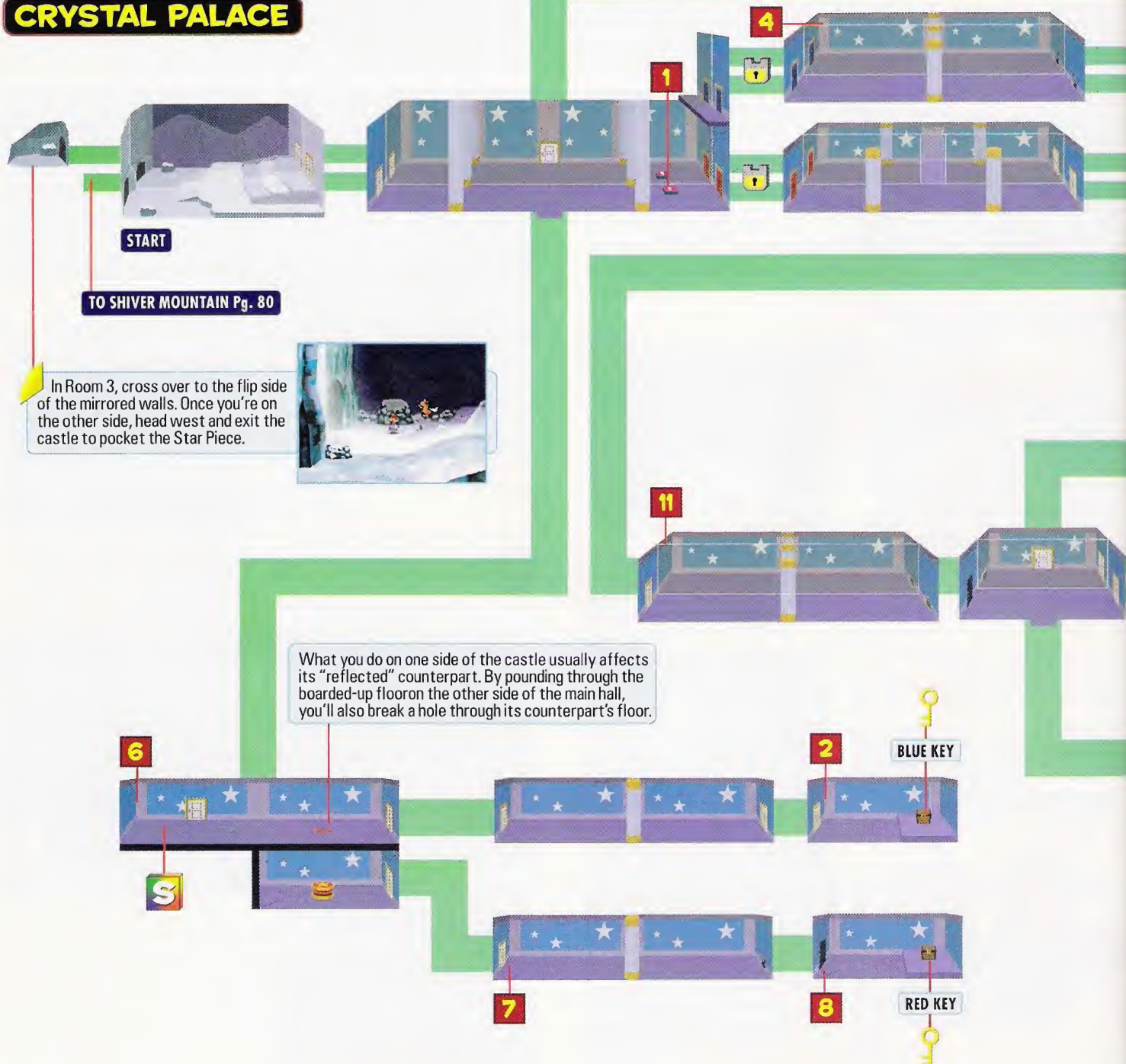


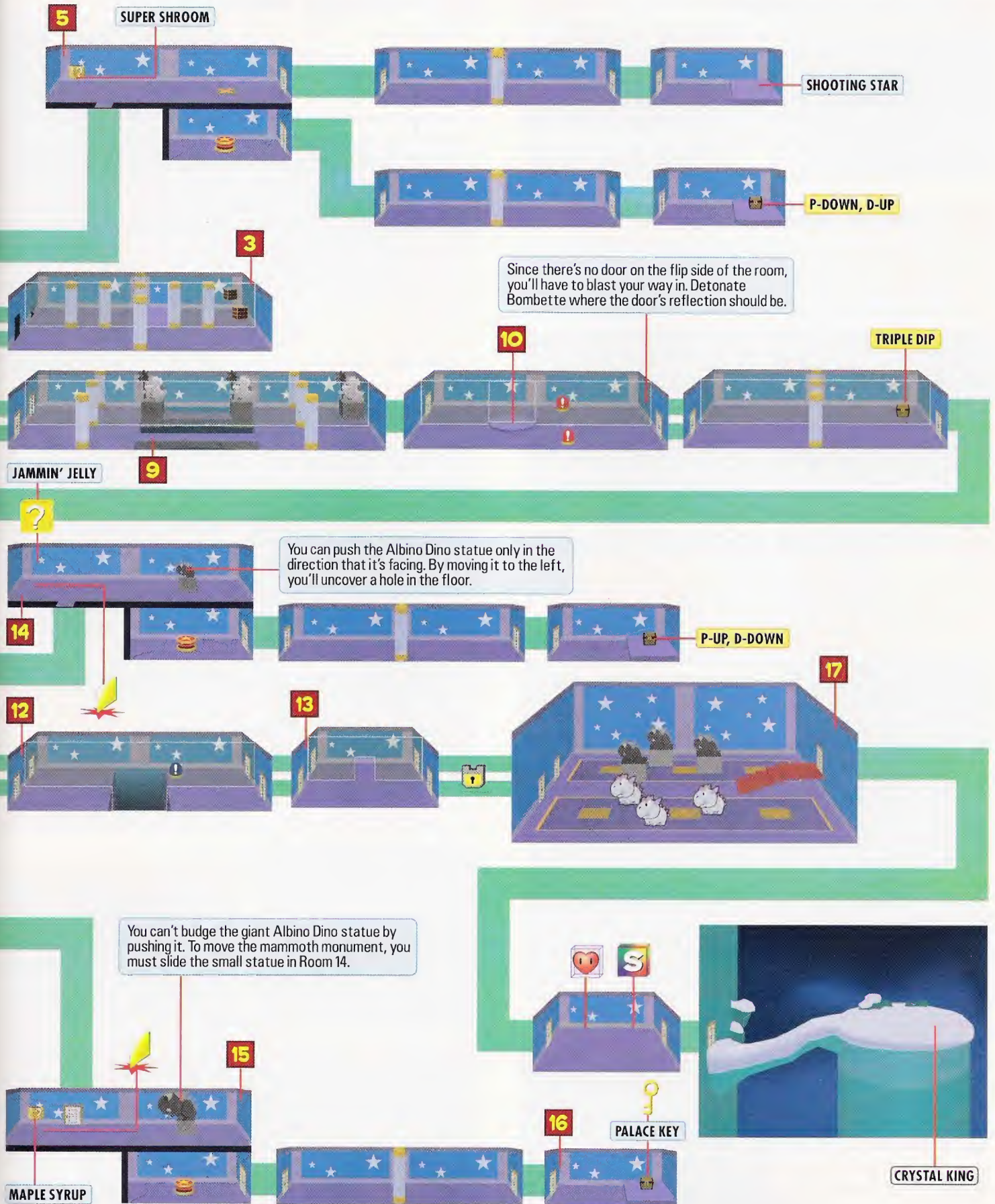
CRYSTAL PALACE

PERCHED ATOP THE MOUNTAIN IS A HOUSE OF MIRRORS KNOWN AS THE CRYSTAL PALACE. NOT EVERYTHING IS WHAT IT SEEMS IN THE CURIOUS CASTLE, AND MARIO MUST JOURNEY THROUGH THE LOOKING GLASS TO INVESTIGATE THE PALACE'S FLIP SIDE.



CRYSTAL PALACE





1 ELEVATOR FLOOR

The Crystal Palace has two floors. Rather than riding an elevator to them, you must raise or lower the floors that are located at ground level. Tornado-Jump onto the floor switch to bring the blue door down to your level.



2 FINDING THE BLUE KEY

Before you can enter the blue door, you must find the key to its lock. Go south from the first palace room, then east. At the end of the hall is a treasure chest. Open it to claim the Blue Key—your ticket through the blue door.



3 THROUGH THE LOOKING GLASS

After you've bombed your way into the room, you'll notice that its glass wall isn't reflective. It's not a mirror. There's another half of the room to be explored on the other side. Walk between the third and fourth pillars to venture behind the looking glass, then blast the cracked wall to explore the flip side to the west.

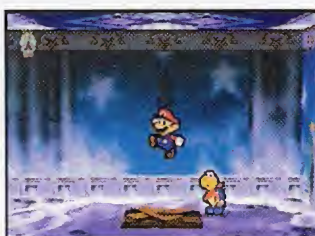


4 DOPPELGANGERS

The mirrored walls aren't the only things in the Crystal Palace that'll have you seeing double. Duplighosts will often masquerade as you and your companion, and a pair of them will cross your path. Battle your evil twins to continue your journey.

5 THROUGH THE FLOOR

The good part about wearing the P-Down, D-Up Badge is that it'll boost your Defense Power by one. On the flip side, it'll decrease your Attack Power by one. To find the new Badge, jump through the boarded-up hole in the floor.



6 X MARKED THE SPOT

Crystal Palace is divided in half. What happens on one side is often reflected across the hall. By pounding open a hole in the chamber where the floor is weak, you will also create a hole where the floor was marked with an X.



7 WHO'S THE BOMB?

After you bomb the cracked wall, five Bombettes will emerge from the settling dust. Only one is the real deal, so Hammer all of the impostors. The real Bombette is the Bob-omb who says she'll never forgive you if you mess up.



8 FINDING THE RED KEY

If you mistake Bombette for an impostor and Hammer her, you'll have to battle the Duplighosts before you can enter the hole you've blasted open. On the other side is the Red Key. Pound the floor switch in the main chamber to reach the red door.



9 CLUBBA HUBBUB

The three White Clubba guards won't let you pass without a fight. When you defeat each one, a Clubba statue on the other side of the mirror will disappear. Beat all three Clubbas to clear all of the statues from the flip side's walkway, then cross it by entering the opening in the glass in the room to the west.



10 REVOLVING DOOR

The circular platform will spin you to the other side of the glass if you're standing on it when the switch is activated. Since you can't kick Kooper into the switch while standing atop the platform, you must use Bombette instead. Drop her in front of the switch, then quickly hop aboard the platform before she blows up.



11 AN ALL-STAR LINEUP

Your reflection is giving you a clue, so follow its lead by kicking Kooper into the slot. Kooper will return with Luigi, Kolorado, Goompa and Koopa Koot, and all will claim to be Kooper. Hammer everybody except Kooper to get rid of the poorly disguised impostors.



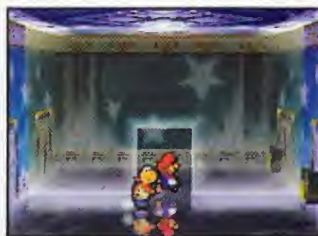
12 MIRROR IMAGE

Since you can't cross through the mirror to trip the switch, you must let your reflection do the work. Kick Kooper across the gap so your mirror image mimics your move. When the reflection of Kooper hits the switch, a bridge will appear.



13 ON THE OTHER SIDE

Beyond the bridge is a room with a doorway carved into its mirrored wall. Walk through the doorway to cross over to the other side, then exit through the west door to reach the reflected half of the last room that you were in.



14 MOVING MONUMENTS

The Albino Dino statue covers the entrance to the lower level. You can push Albino Dino statues only in the direction they're facing. Since the statue faces left, you can push the statue to the left. Move it that way to uncover an exit hole.



15 16 FINDING THE PALACE KEY

By pushing the small statue, you also move the heavier statue in the room across the hall. Drop into the hole that the big statue once concealed, then head to the east. Open the treasure chest inside to add the Palace Key to your inventory, then use it to unlock the door to the large chamber with several Albino Dino statues.



17 WALK AND TALK THIS WAY

If you speak to a live Albino Dino, it will turn to face you and the corresponding statue on the far side of the room will reorient its gaze accordingly. Once they're facing the right way, push the statues on top of the floor panels to reveal the secret exit.



CRYSTAL KING

Appropriately, the mind-bending and deceptive Crystal Palace was taken over by a master of illusion. Invisible except for his glowing eyes, crystal crown and royal garb, the Crystal King will launch his Crystal Bit projectiles at you. When his HP starts to bottom out, he'll change his tactics and conjure up two look-alike decoys. Only one of the three kings is the real ruler, so use attacks that assault multiple targets at once to guarantee that you'll land a hit. And don't use Bow to attack him—her slaps can't penetrate his protective crown.

BOSS	HP	ATTACK	DEFENSE
CRYSTAL KING	70	6	2
CRYSTAL BIT	1	0	0



Push to the left repeatedly!



PEACH'S CASTLE

Meanwhile, Peach is still trapped in her castle. Unlike the previous times, though, you won't be able to play as the princess. Instead, the story will simply unfold as Kammy Koopa informs Bowser that Mario has freed the seventh and final Star Spirit.



WISH UPON A STAR

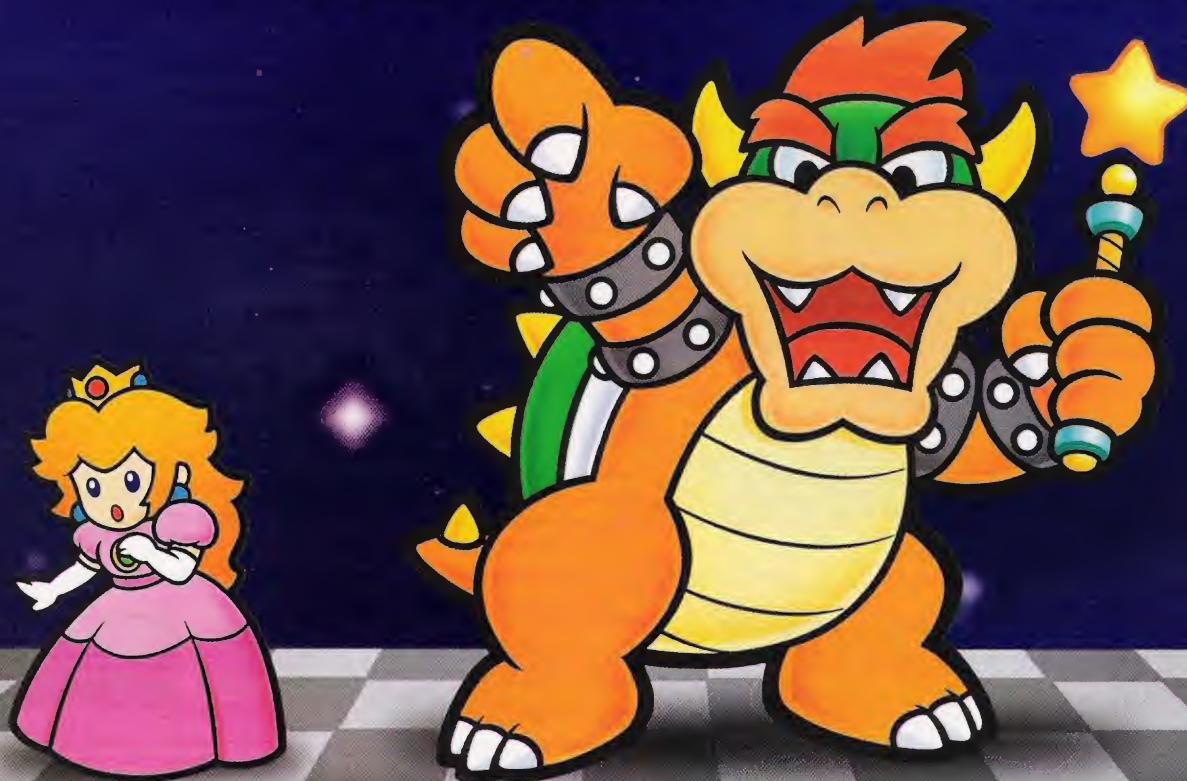
Freeing the seventh Star Spirit will give you the power to challenge Bowser and the mighty Star Rod. As the final Star Spirit, Kalmar, reunites with the other Star Spirits, you will have just enough time to perfect the ability Kalmar has granted you—Up & Away. If you cast it successfully, all enemies will turn into harmless stars.

KALMAR UP & AWAY—STAR ENERGY: 2



CHAPTER 8

A STAR-POWERED SHOWDOWN



STAR WAY TO HAVEN

Kalmar, the seventh Star Spirit, asks you to return to Shooting Star Summit, where the seven stars will open Star Way, the path to Star Haven. Walk to the top of Shooting Star Summit and enter the gleaming column of celestial light that drops you off on a short, star-dusty trail. Inside Star Sanctuary in Star Haven, the Star Spirits grant you the Star Beam power then summon the Star Ship to take you to Bowser's Castle for the final showdown.



BOWSER'S CASTLE

LOCATED HIGH IN THE SKY FAR ABOVE STAR HAVEN. THE GRAY STONE AND LAVA AMBIENCE OF BOWSER'S CASTLE MAKES IT SEEM LIKE ONE BIG DUNGEON. THE LIGHTS ARE ON, BUT BOWSER'S NOT HOME—HE'S WAITING INSIDE PEACH'S CASTLE.



STAR WAY



The flaming, blue Embers are not very threatening, and there are so few it's easy to avoid them. If you do fight them, remember that they are made of fire and will burn your feet.

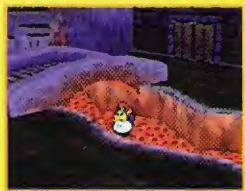
TO TOAD TOWN Pg. 20



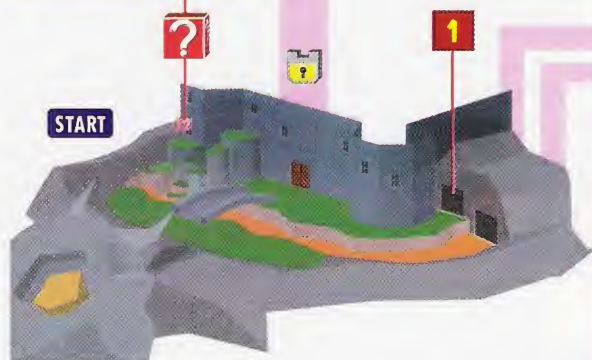
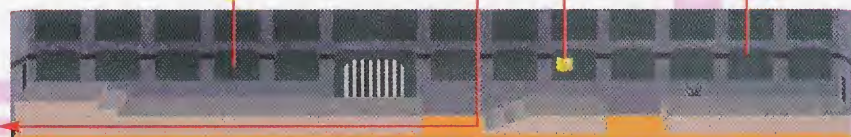
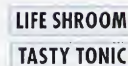
START

BOWSER'S CASTLE

DEEP FOCUS Ride with Lakilester outside to reach the ? Block which holds the Deep Focus Badge. You can also walk to the box after you stop the lava flow.



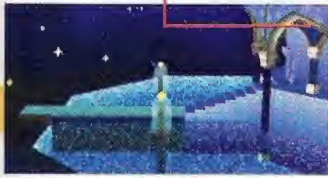
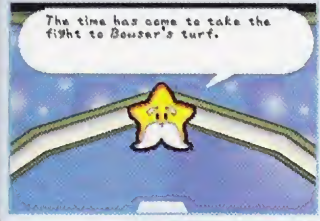
From the stairs, ride Lakilester's cloud to the left (past the jailed Toads) to the door. The lava path leads to a ? Block near the castle's entrance.



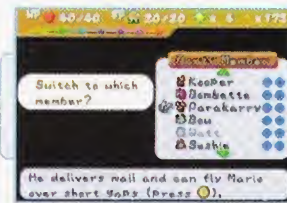
START

BOWSER'S CASTLE

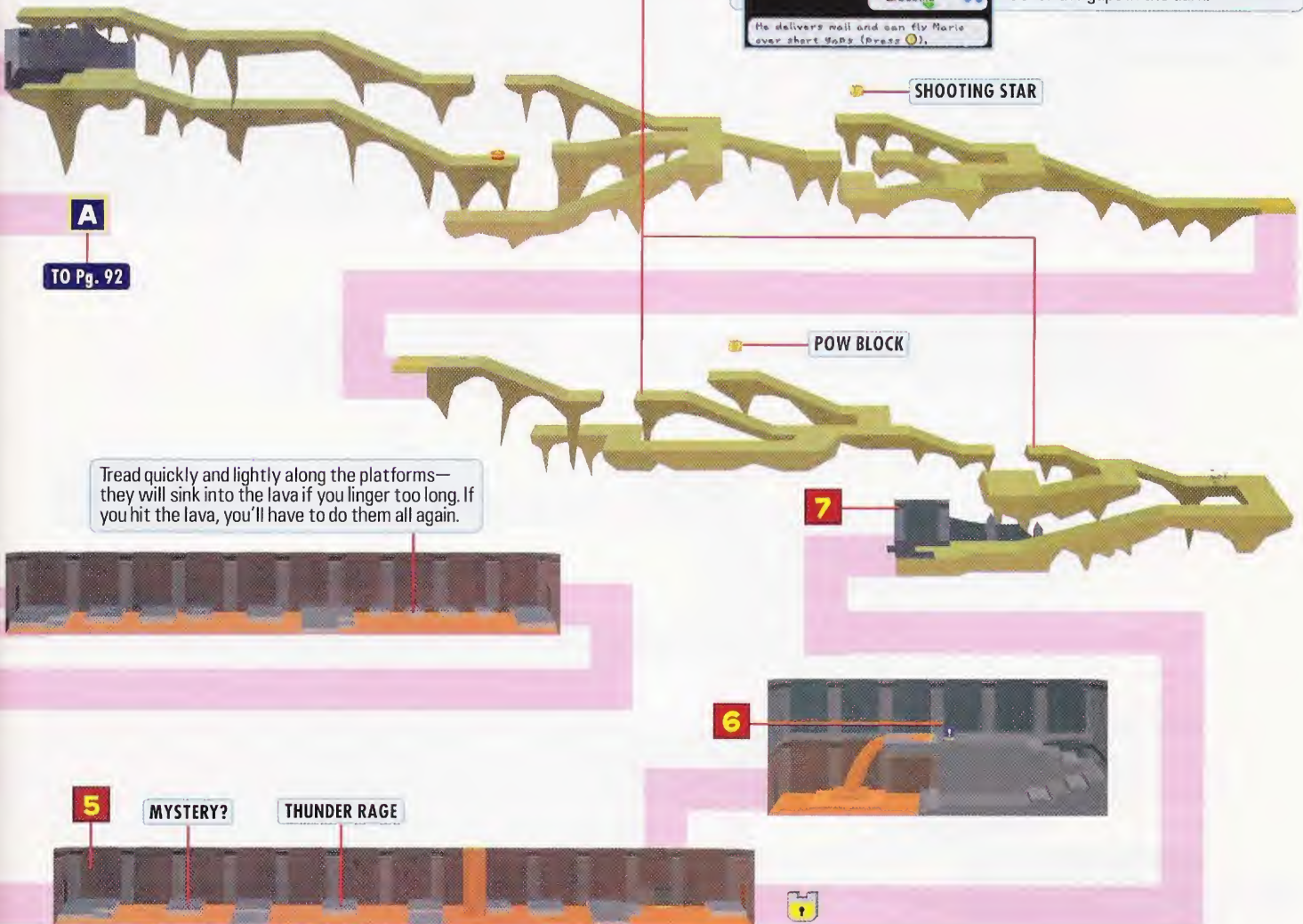
At the far end of Star Haven lies Star Sanctuary, where the seven Star Spirits will grant you the Star Beam power and conjure up the Star Ship to take you to Bowser's Castle.



TO BOWSER'S CASTLE Pg. 90



Use Watt to illuminate the darkness, then position yourself at the end of each ledge and use Parakarry to make it over the gaps in the dark.





The shop inside Bowser's Castle is actually a storeroom with a bored guard, and his prices are pretty high. Buy only if you're desperate.



10



9



The jail cell with the imprisoned Toad functions as a Toad House. Fight the guard to get the key to open the cell door.

A

FROM Pg. 91



SHOP

DIZZY DIAL	25
MAPLE SYRUP	30
MYSTERY?	5
POW BLOCK	15
SUPER SHROOM	30
THUNDER RAGE	30

Get in position, direct Bombette toward the Red Switch then jump to the column before the switch temporarily raises it to reach the ledge.



ULTRA SHROOM



15



Down the stairs is another makeshift Toad House. Fight the guard to get the key, then take a nap on the cot.



13



14



MAPLE SYRUP



11



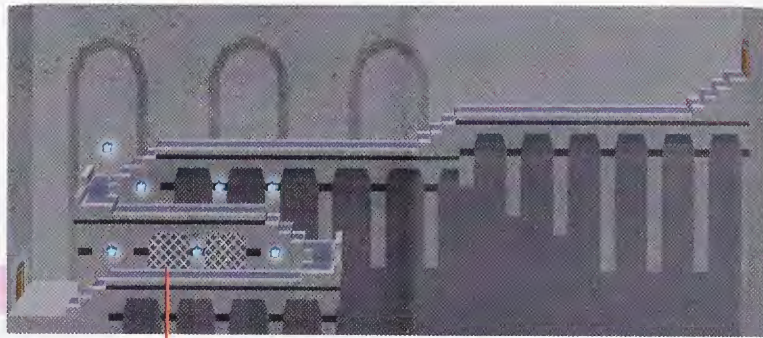
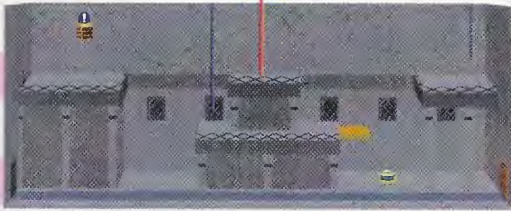
12



SUPER SHROOM

B

MAPLE SYRUP



B

Try to avoid confrontations with the Bombshell Bills by jumping over them or using Bow to become immaterial so the Bills pass right through you.



16



17



LOOP ROOM



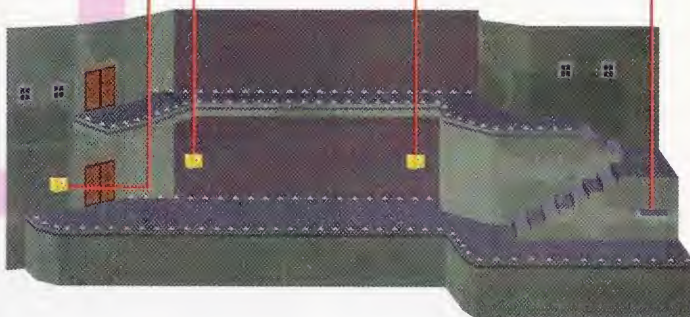
Talk to the fake Peach, walk back to the door on the left, return to the right then attack "Peach" several times to fight the fake.

JAMMIN' JELLY Drop down from the top of the stairs to snag the Jammin' Jelly from the otherwise unreachable ledge.

SUPER SHROOM

HONEY SYRUP

SUPER SHROOM



You won't actually fight the Koopa Bros. in front of the last Bowser Door—Jr. Troopa will barge in and take care of them for you. You will have to deal only with him.

TO PEACH'S CASTLE Pg. 96

1 KEYED IN

The front door to the castle is locked, so you'll have to enter the side door to the right. Inside, challenge the guard to a fight. When you defeat the guard, you'll pick up the key to the castle. Don't worry about the prisoners behind the bars—you'll free them, eventually.



2 FALLING FOR BOWSER

There's a trapdoor in front of the large Bowser-shaped door, and you have to fall through it to continue. Stand in front of the door and talk to it to set off the trap. The door will taunt you then drop you into the jail below.



3 SUPER BREAKOUT

Bombette's an expert at jail breaking—she'll blast a hole in the wall large enough for you to escape through. Smash the crates in the room with the Spin Jump and use the Heart Block before you exit.



4 THE BUDDY SYSTEM

You'll need the help of many of your traveling party to make it through the lava-flooded section of Bowser's Castle. Kooper and Lakilester will help you hit the Blue Switches, while Parakarry will get you over the long stretches of lava. Lakilester can always travel over the lava pits, but he can't drop you off if the ledge is too high.



5 TAKE A BOW

Bow's ability to make you ghost-like comes in handy when the floating block of stone you're standing on takes a trip through a hot, hot lavafall.



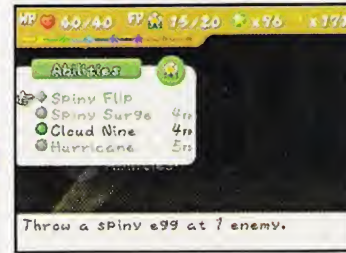
6 LAVA CHAMP

Several of Bowser's flunkies are blocking the Blue Switch that controls the lava flow. After you defeat them, smack the switch to shut off the lava. With no hot stuff to contend with, you can walk into the room where the key to the locked door just past the room with the Blue Switch is waiting.



7 ART OF DARKNESS

Carry Watt to shed some light on the dark caverns just beyond the door and put her trailblazing and fighting skills to the test. When you reach gaps in the path, position yourself at the edge of the gaps, then switch to Parakarry and fly over them in the dark.



8 GET PUSHY

The room is completely empty except for the Bowser block on the wall. Stand to the right of the block and push it to the left to open an entrance in the wall. Pass through the hole to return to the room with the Bowser door.



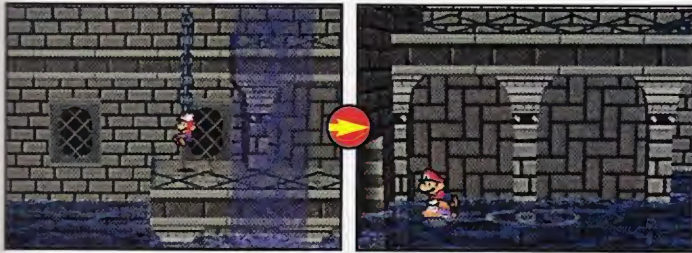
9 OFF GUARD

Walk through the doorway and down the stairs to a small jail cell guarded by one Koopatrol. Defeat the guard to get a key that will open the cell. Inside the cell, you can talk to a red-capped Toad who is operating a clandestine jailhouse version of a Toad House. Take a nap if you're feeling down, then get going!

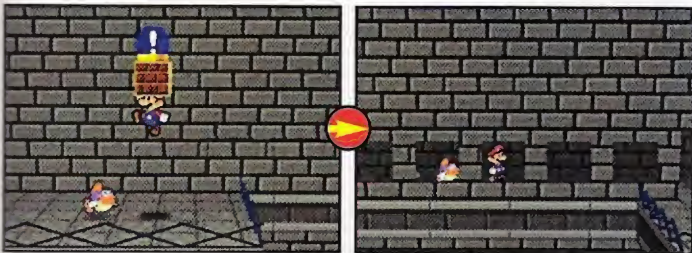


10 WATER ROOM

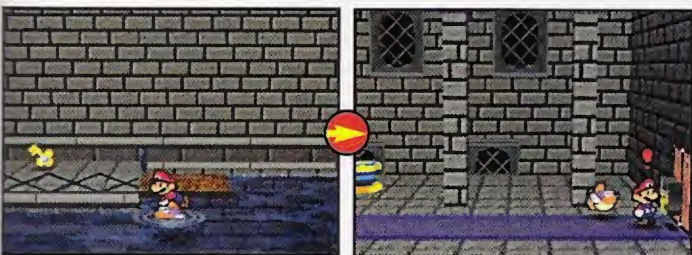
Use the chains in various rooms to fill the room with water. Ride Sushie to the wooden docks to reach each chain and, finally, the key to the door at the bottom-right corner of all that water. Reverse the process and exit the room.



Use the jump pad to reach the first chain. Pull it to dump water into the dungeon, then hop onto Sushie and go for a ride.



Tornado-Jump to smash the block and drop the Blue Switch. The switch opens a passage along a wall. Enter it to pull the second chain to raise the water.



Jump on Sushie again and ride her back to the far left, where the key is waiting for you. Retrace your steps, pulling the chains in reverse order to drain the water. Jump down to the door and use the key to continue to the next area.

11 RIGHT ON

The room seems to have no exits, but if you walk over to the right Bowser block and push it to the right, you'll reveal a hidden passage along which you can travel to the next area.

12 LEFT OUT

While a trip to the right side of the room will get you to a Save Block, you'll need to push the left Bowser block to the left to open the way to the next passage—and a Heart Block.

13 CENTER FOR THE BLOCK

The middle Bowser block may appear to be open already, but if you stand to its left and push it right, you'll open yet another passage. Follow the new passage to the left to pick up the key that will get you through the door in the room that is just past the Save Block.

14 DOOR PRIZE

All the Bowser doors have attitude, but only one makes you pass a memory quiz to get through it. Pay attention to the enemies that walk through the doors. Check out the cheat sheet below if you think your memory might fail you.



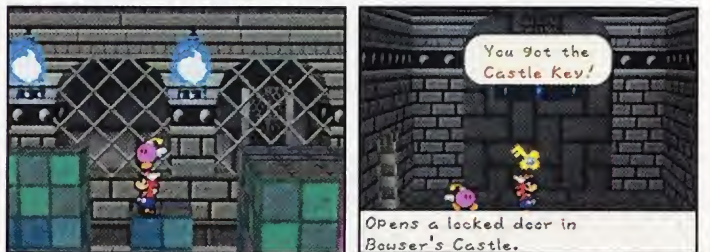
- 1 How many Koopas were there? (Three)
- 2 Which were there three of? (Red Shy Guys)
- 3 Who came out of the middle entrance? (Red Shy Guys)
- 4 How many Goombas were there? (Two)
- 5 How many arms did you just see? (Four)
- 6 Which were there three of? (Bob-ombs)
- 7 What color were their (the Koopas') shells? (Purple)

15 TOAD STOOLIE?

Take the path to the left of the Save Block to reach another secret Toad House cleverly hidden inside a cell. Defeat the guard posted outside the cell to earn the key that unlocks the door.

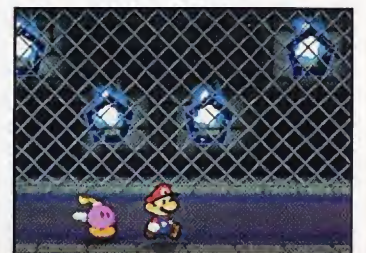
16 POP BLOCKS

Hit the Blue Switch once to see where the two blocks pop up out of the ground, then stand in the spot where the leftmost block pops out and toss Bombette over to the switch to pop the block up with you on it. Run over and across to the right quickly to collect the key.



17 LOOP THE LOOP

Use the pattern shown by the blue torches on the other side of the wire mesh as your guide to running up and down the stairs and through doors to make it through the otherwise endless loop of rooms. The torches start at the top, so run to the top of the first set of stairs to begin the maze. If you mess it up, don't worry—you'll find yourself at the start of the maze quickly.



PRINCESS PEACH'S CASTLE

WHEN YOU STEP THROUGH THE LAST BOWSER-SHAPED DOOR, YOU'LL FIND PEACH'S CASTLE ISN'T CRAWLING WITH BOWSER'S MINIONS ANYMORE. EXPLORE THE PALACE A BIT BEFORE YOU CLIMB THE STAIRS TO YOUR BATTLES WITH BOWSER.



PRINCESS PEACH'S CASTLE

B



Peach was able to enter Bowser's room from the secret passage in her fireplace, but you don't have to sneak around. Both rooms are empty.

POWER RUSH

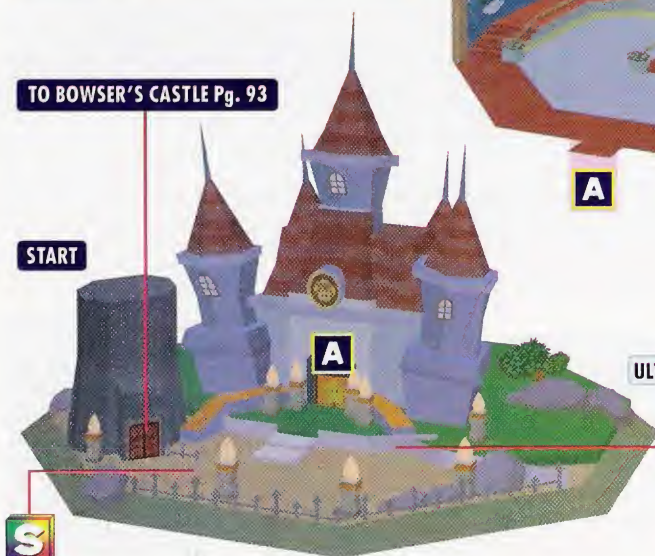


LIFE SHROOM Enter the library and jump up the stack of books in the middle to reach the Life Shroom up and left from the stack.



TO BOWSER'S CASTLE Pg. 93

START



A

ULTRA SHROOM



B



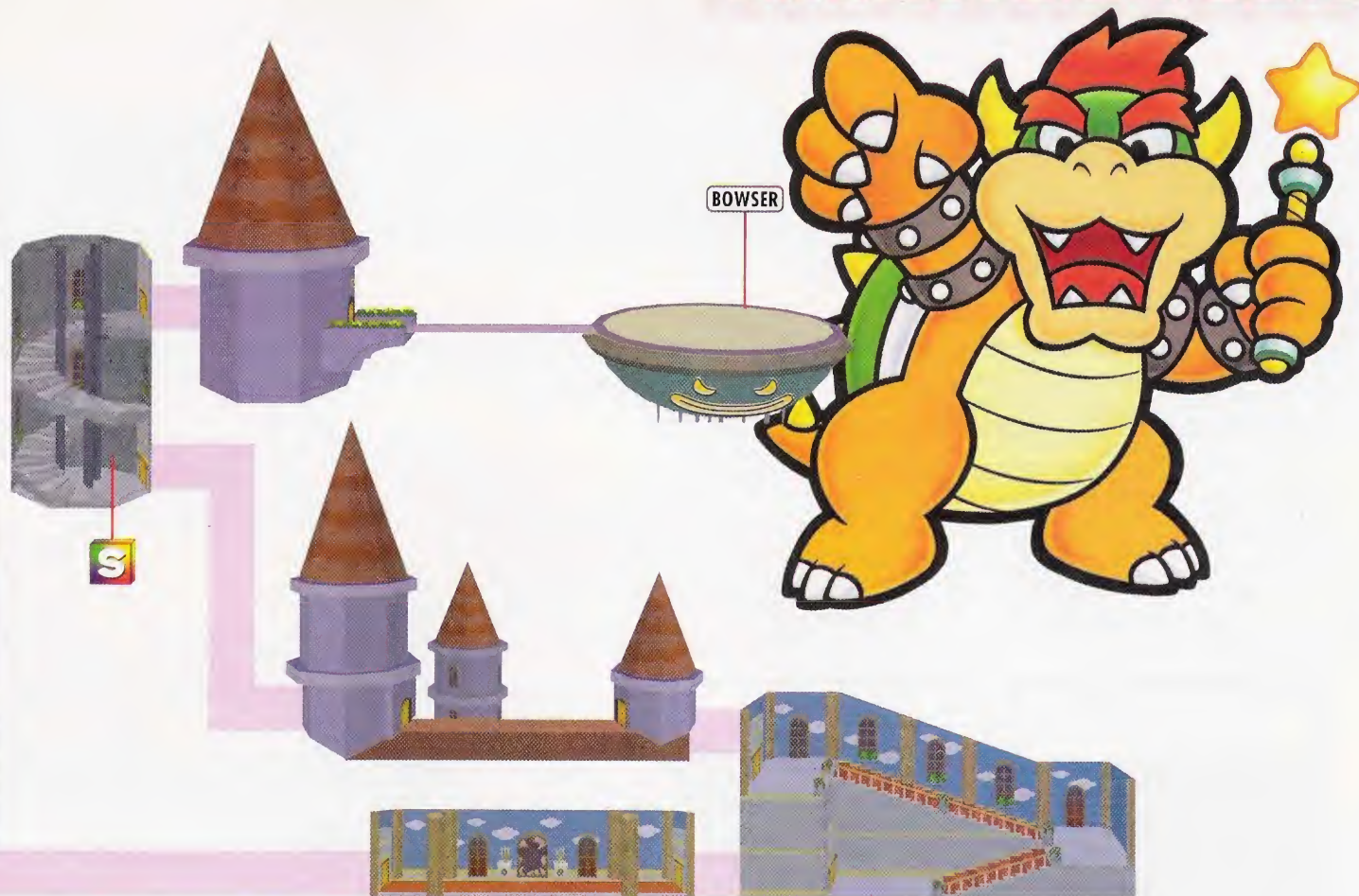
DEEP FOCUS



LAST STAND



PRINCESS PEACH'S CASTLE



BOWSER

Bowser doesn't put up much of a fight when you first battle him. He'll use the Star Rod's power to make himself invincible, but the Star Beam fixes that every time. Think about wearing Badges that

power up your Hammer and jump in addition to the always useful Badges that increase your HP and FP and your ability to dodge attacks. Items that restore HP and FP are helpful in the battle, too.



The Life Shroom you find in the library can really help you out in the long battles against Bowser. Bring along lots of HP- and FP-restoring items.



BOSS	HP	ATTACK	DEFENSE
BOWSER	50	3-16	1

WE'VE ONLY JUST BEGUN

Bowser appears beaten, but it's clear the first battle was just a warm-up. Bowser grabs Peach and takes her to the top of the castle. Before you follow him to the right and up several flights of stairs, you might want to head down to the secret Toad House inside Peach's Castle to rest up a bit.



BOWSER BREAKDOWN

YOUR FINAL BATTLE WITH BOWSER IS MUCH TOUGHER THAN YOUR FIRST FIGHT WITH THE BIG BULLY. KAMMY KOOPA MAKES HIM BIGGER AND BADDER, AND THE STAR BEAM ISN'T WORKING AGAINST HIM. WHAT CAN MAKE BOWSER BREAK DOWN?



BIG, BAD BROUHAHA

What makes the battle with Bowser so hard is its length. You will slice Bowser's HP down, only to watch him refresh 30 of his 99 HP with one wave of the Star Rod. Items are at least as important as Badges and Star Powers in the battle—items like Whacka's Bump, Ultra Shroom and Jammin' Jelly restore lots of power. The Double Dip Badge will let you use items like Shooting Star or Thunder Rage to attack Bowser as you refuel with another item so you don't miss a chance to attack. Keep your HP up, attack with as much power as possible, and use the Peach Beam to triumph.



The first time you try the Star Beam, it won't work. Twink and Peach will battle Kammy and create the Peach Beam to help you out.



BOSS	HP	ATTACK	DEFENSE
BOWSER	99	3-16	1



PAPER TRAIL



DETAILS AND STATS FOR MARIO MANIACS

Want to know where you can find every Star Piece and Badge in the game? How about descriptions and strategies for every enemy? You'll find it all on the following pages. Read on and discover everything you need to know to become a Paper Mario master.



Stats					Badges	Items	Party	Spirits	Map
<div>All Badges</div>						D-Up, D-Down	2''	BP needed:	
<div>Active Badges</div>						Power Rush	1''		
<div>BP: 30</div>						Close Call	1''		
<div>Available: 30</div>						Lucky Day	7'''''		
						Ice Power	2''		
						Fire Shield	2''		
						Spike Shield	2''		
						Feeling Fine	3'''		
<div>When Mario's in Danger, enemies sometimes fail to attack.</div>									



ENEMY LOCATIONS

DON'T LET YOURSELF BE TAKEN BY SURPRISE! USE THE LIST BELOW TO DISCOVER EXACTLY WHICH ENEMIES YOU'LL BE FACING IN EACH AREA OF THE VAST MUSHROOM KINGDOM, THEN ADJUST YOUR BADGES AND PARTY MEMBERS ACCORDINGLY.

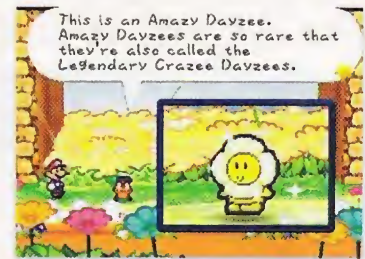


AREAS	ENEMIES
GOOMBA VILLAGE	Goomba, Jr. Troopa, Paragoomba, Spiked Goomba
GOOMBA ROAD	Blue Goomba, Goomba, Goomba King, Paragoomba, Red Goomba, Spiked Goomba
TOAD TOWN	Chan, Jr. Troopa, Lee, The Master 1, The Master 2, The Master 3
TOAD TOWN TUNNELS	Blooper, Blooper Baby, Buzzy Beetle, Dark Koopa, Electro Blooper, Gloomba, Paragloomba, Spike Top, Spiked Gloomba, Super Blooper, Spiny
PLEASANT PATH	Goomba, Paragoomba, Paratroopa, Kent C. Koopa, Koopa Troopa, Spiked Goomba, Jr. Troopa
KOOPA VILLAGE	Fuzzy
KOOPA BROS. FORTRESS	Bill Blaster, Bob-omb, Bullet Bill, Koopa Troopa, Paratroopa
MT. RUGGED	Buzzar, Cleft, Monty Mole
DRY DRY DESERT	Bandit, Pokey, Whirlwind
DRY DRY RUINS	Buzzy Beetle, Pokey Mummy, Stone Chomp, Swooper
FOREVER FOREST	Forest Fuzzy, Jr. Troopa, Piranha Plant
GUSTY GULCH	Hyper Cleft, Hyper Goomba, Hyper Paragoomba

AREAS	ENEMIES
TUBBA BLUBBA'S CASTLE	Clubba
SHY GUY'S TOY BOX	Anti Guy, Big Lantern Ghost, Groove Guy, Medi Guy, Pyro Guy, Shy Guy, Sky Guy, Spy Guy
INSIDE THE WHALE	Fuzzipede
JADE JUNGLE	Hurt Plant, Jungle Fuzzy, M. Bush, Putrid Piranha, Jr. Troopa, Spear Guy, White Magikoopa
MT. LAVALAVA	Lava Bubble, Putrid Piranha, Spike Top, Red Magikoopa, White Magikoopa
FLOWER FIELDS	Amazy Dayzee, Bzzap!, Crazee Dayzee, Green Magikoopa, Lakitu, Monty Mole, Red Magikoopa, Ruff Puff, Spiny, White Magikoopa, Yellow Magikoopa
SHIVER SNOWFIELD	Frost Piranha, Gulpit, Jr. Troopa, Monstar
SHIVER MOUNTAIN	Duplighost, Frost Piranha, Gulpit, White Clubba
CRYSTAL PALACE	Duplighost, Gray Magikoopa, Green Magikoopa, Red Magikoopa, Swoopula, White Clubba, White Magikoopa, Yellow Magikoopa
STAR WAY	Ember
BOWSER'S CASTLE	Bombshell Bill, B. Bill Blaster, Bony Beetle, Dry Bones, Duplighost, Hammer Bros., Jr. Troopa, Koopatrol, Magikoopa

ENEMIES

MARIO'S ENEMIES ARE A ROGUE'S GALLERY OF TROUBLE. FROM THE SMALLEST GOOMBA TO THE MIGHTIEST MONSTAR, IF IT FIGHTS FOR BOWSER YOU'LL FIND IT IN THE FOLLOWING PAGES. LEARN THEIR WEAKNESSES WELL TO GAIN THE UPPER HAND.



AMAZY DAYZEE



HP	ATTACK	DEFENSE
20	20	1

An exceedingly rare find, the Amazy Dazee betrays its cute facade with some frighteningly high stats. Don't back out from the battle, though—if you are victorious, you'll be rewarded with a boatload of Star Points.

BIG LANTERN GHOST



HP	ATTACK	DEFENSE
40	2-5	0

More spooky than a Vincent Price film, the Big Lantern Ghost hides in the darkest corner of Shy Guy's Toy Box. Its attacks will affect party members as well as Mario, so shine the light of a good Hammer attack on its mischievous ways.



You need to spend some time attacking the Ghost's lantern itself, otherwise you can't see your enemy. Bow is a strong party member here, because her Smack attack works equally well on both the lantern and its green owner. Jump attacks will serve Mario best.

ANTI GUY



HP	ATTACK	DEFENSE
50	10-12	0

Good thing you don't fight the Anti Guy very often, because it's pretty tough. The black-and-white bully has also earned the nickname "Deadly Guy" because of its high Heart Points and fierce attacks.

B. BILL BLASTER



HP	ATTACK	DEFENSE
10	--	4

The B. Bill Blaster can launch Bombshell Bills fast and furious, and the constant stream of shrapnel can be a real pain. Take it out with a Hammer as quickly as possible, or you'll drown in a sea of angry ammo.

BILL BLASTER



HP	ATTACK	DEFENSE
4	--	1

Bill Blaster is the cannon that launches Bullet Bill in your general direction. It has no mobility and is unfazed by jumping attacks. It often appears in groups, so try to take them out all at once so you aren't overwhelmed by numbers.

BANDIT



HP	ATTACK	DEFENSE
5	2	0

Deep in the Dry Dry Desert, the nomadic Bandit waylays unsuspecting travelers, relieving them of their Coins. If a Bandit gets its hands on your money, attack it quickly. If you manage to cause damage it'll drop the loot.

BLOOPER



HP	ATTACK	DEFENSE
30	3	0

The best thing about the Blooper is that it gives you fair warning, yelling its name for all to hear before leaping to the attack. The worst is that it has high hit points, the ability to float and a habit of squirting Mario with ink.

BLOOPER BABY



HP	ATTACK	DEFENSE
6	2	0

This cute little guy is only a shadow of the adult Blooper, and Heart Points and Attack numbers are adjusted accordingly. As with all Bloopers, you'll have better luck using jump attacks than you will using the Hammer.

BULLET BILL



HP	ATTACK	DEFENSE
2	2	0

Bullet Bill is a true kamikaze. Once it attacks Mario it'll vanish, taking precious Heart Points in the process. Be careful not to treat it like you did in Super Mario Bros.—leaping on a moving one will only draw you into combat.

BLUE GOOMBA



HP	ATTACK	DEFENSE
6	1	0

Stricken by failing health in recent weeks, Blue Goomba is the lesser half of the Notorious Goomba Brothers. He won't present Mario with much of a challenge, but take care against his flying headbutt attack.

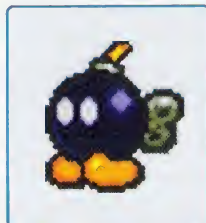
BUZZAR



HP	ATTACK	DEFENSE
40	1-4	0

Buzzar can be a truly intimidating sight. Be wary when you battle, because the bad bird has a variety of attacks—like the ability to create a dizzying wind or pick you up with its sharp talons.

BOB-OMBS



HP	ATTACK	DEFENSE
3	1-2	0

The explosive power of a Bob-omb is not to be trifled with. If you enter a battle with one, be prepared to finish it off quickly, because it can deal heavy damage. When a Bob-omb begins to blink, you know it's about to explode!



Buzzar will direct attacks at your party members, so be prepared. His main attack will blow leaves in your direction, but it can be negated by rapidly pressing the A Button. Strap on your favorite jump attack Badge, because the Hammer is useless.

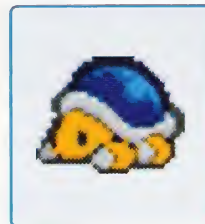
BOMBSHELL BILL



HP	ATTACK	DEFENSE
3	6	0

A more powerful version of the Bullet Bill, Bombshell Bill's explosive power grows as its Heart Points go down. If you're going to attack one, make sure you're ready to finish the job.

BUZZY BEETLE



HP	ATTACK	DEFENSE
3	2-3	2

The cute Buzzy Beetle enjoys lurking in dark, hard-to-reach places. Using a powerful jump attack to flip it over, you should be able to win the day with little trouble. It's also immune to fire attacks.

BONY BEETLE



HP	ATTACK	DEFENSE
8	3-5	4

Bony Beetle is actually a Buzzy Beetle with retractable spikes. If it ever pulls them in, use a jump attack to flip it over. Otherwise, negate the high defensive rating with a D-Down Pound.

BZZAP!



HP	ATTACK	DEFENSE
3	1-6	0

Bzzap! is gifted with an incredibly fast First Strike attack, so be wary anytime you see one. It can poison Mario with a single sting and also call in swarms of tiny bees as reinforcements.

CHAN



HP	ATTACK	DEFENSE
15	2	2

Chan has been training at the Toad Town Dojo for a while, but he's still learning the ropes. If you can score with a powerful jump attack on every turn, he won't have a chance to get in even a single hit.

DRY BONES



HP	ATTACK	DEFENSE
8	4	2

Them bones, them bones, them Dry Bones! Skeletal remains of a wayward Koopa Troopa, a group of Dry Bones will just keep coming back if you defeat them one at a time. Use a fire attack to transform the old bones into dust.

CLEFT



HP	ATTACK	DEFENSE
2	2	2

Cleverly disguised as an innocent rock, the mighty Cleft is among the most difficult enemies to damage in the Mushroom Kingdom. Don't hurt yourself by jumping on its spiky head—use a D-Down Pound instead.

DUPLIGHOST



HP	ATTACK	DEFENSE
15	4	0

The weird thing about Duplighost is that you can be battling one and not even know. It possesses an ability to look and fight like anyone or anything it wants—including your own party members.

CLUBBA



HP	ATTACK	DEFENSE
8	3	0

Never underestimate a Clubba, because it can swing its large mace with incredible strength. If it has a weakness, it's that all the club-swinging makes it rather sleepy, often allowing Mario to sneak by unnoticed.

ELECTRO BLOOPER



HP	ATTACK	DEFENSE
50	4-6	0

You'll need to break out the tossed Hammers and special items against an Electro Blooper. Mario will be hurt if he touches it while it's electrified, but if you damage it in that state it'll lose the charge.

CRAZEE DAYZEE



HP	ATTACK	DEFENSE
8	4	0

Don't listen to Craze Dayzee's haunting lullaby for too long, or you'll find yourself settling in for a snooze. Once its Heart Points fall it will head for the hills, so fight quickly.

DARK KOOPA



HP	ATTACK	DEFENSE
8	3	2

The Dark Koopa exists in the lightless tunnels deep beneath Toad Town. Watch out for its sly grin—when you see one, it means it's about to use a Dizzy Attack. The Feelin' Fine Badge will be a big help.



EMBER



HP	ATTACK	DEFENSE
10	3-4	0

Ember may look cold with its bright blue coloring, but it's actually red hot. The tough little bugger will even divide when attacked. Sushie's water attack works rather well against it.

GLOOMBA



HP	ATTACK	DEFENSE
7	2	0

Grumpy Gloomba is the slightly depressed cousin of the Goomba and differs only in its drab gray coloring and slightly increased stats. Attack one as you would a regular Goomba.

FOREST FUZZY



HP	ATTACK	DEFENSE
6	1	0

You can tell a Forest Fuzzy by its distinctive green shading and bug-eyed enthusiasm. The critter will latch on to Mario and suck his Heart Points, then add them to its own. It also possesses the ability to replicate in midcombat.

GOOMBA



HP	ATTACK	DEFENSE
2	1	0

The cannon fodder of Bowser's army, the familiar Goomba is among the smallest and easiest enemies. With a weak attack and no defense, it won't take more than a well-placed jump or Hammer attack to send it flying.

FROST PIRANHA



HP	ATTACK	DEFENSE
10	4	0

Frost Piranha is simply a Piranha Plant that has adapted to the cold. It's immune to all ice attacks and also possesses breath so cold that it can freeze Mario in place. Fire attacks are your best bet.

GOOMBA KING



HP	ATTACK	DEFENSE
10	1-2	0

A surly fellow with a nifty mustache, the Goomba King is a frightening sight. Don't be fooled by his massive size, though. His Heart Points are fairly low, and he has a habit of standing in inopportune places during battle.

FUZZIPEDE



HP	ATTACK	DEFENSE
20	3	0

Tired of being used as nothing more than fish bait, the Fuzzipede takes out years of frustration on poor Mario. He resides inside the belly of a whale and clings to the ceiling, so you'll want the Hammer Throw Badge ready.



Goombario suggests that you attack the Goomba Bros. first, but your initial move should be for the tree in the background. If you hit it with the Hammer you'll dislodge a large nut that smashes the brothers flat, while also knocking the Goomba King on the noggin.

FUZZY



HP	ATTACK	DEFENSE
3	1	0

Don't be fooled by its bouncy nature—Fuzzy has one of the stronger attacks in the game. Its quick moves make it hard to defend against, and any that get through will latch onto Mario and drain Heart Points.

GRAY MAGIKOOPA



HP	ATTACK	DEFENSE
11	3	0

Great Gray-vy! Gray Magikoopa has been watching the Boo Ghosts carefully and has learned how to turn allies transparent as a result. Take it out quickly to avoid a prolonged battle.

GRN MAGIKOOPA



HP	ATTACK	DEFENSE
11	3	0

The Grn Magikoopa appears both on brooms and on land. In addition to casting offensive spells, it has a special magic that boosts the defensive power of allies.

HYPER CLEFT



HP	ATTACK	DEFENSE
4	3-8	3

Hyper is a funny word to use for a creature that moves as slowly as a Cleft, but there's nothing funny about its massive defense rating. It can also charge its attack power when it feels threatened.

GROOVE GUY



HP	ATTACK	DEFENSE
7	2	0

It's easy to mistake a Groove Guy for a humble circus acrobat, but that's a mistake you'll make only once. Groove Guy can call for help when times get rough, as well as make Mario dizzy with fabulous dance moves.

HYPER GOOMBA



HP	ATTACK	DEFENSE
7	1-8	0

If the Hyper Goomba looks slightly green, it's only because it's jealous of Mario's many adventures. Nevertheless, and despite some slightly improved stats, the Hyper Goomba is still one of the easier foes Mario will fight.

GULPIT



HP	ATTACK	DEFENSE
12	2-7	0

Gulpit is a huge creature that eats rocks and then spits them back at poor Mario. You can either attack it directly, or use your Hammer and jumping attacks to eliminate the nearby supply of ammo.

HYPER PARAGOOMBA



HP	ATTACK	DEFENSE
7	1-8	0

When you encounter a Hyper Paragoomba (or any Hyper creature for that matter) try to end the battle quickly. If you see one begin to glow, watch out! An attack is only moments away.

HAMMER BROS.



HP	ATTACK	DEFENSE
12	2-5	1

A familiar face from numerous Mario adventures, Hammer Bros. haven't changed much over the years. Their rapid-fire hammers can shrink Mario if they connect.

HURT PLANT



HP	ATTACK	DEFENSE
8	2	0

Many species of flora have mastered the art of deception, and the Hurt Plant is no exception. While it looks like a friendly Heart Plant, you're the one who will be in a world of hurt if you don't approach it with care.



JR. TROOPA 1



HP	ATTACK	DEFENSE
5	1-2	0

Jr. Troopa is a bully and a thug, and he lashes out at anyone who invades his precious playground. Be wary: If you damage him enough, he'll use a special Full Power Attack. When he does, know that he's only one hit from destruction.

JR. TROOPA 6



HP	ATTACK	DEFENSE
60	5-9	2

Your final battle against Jr. Troopa is the toughest yet. He can change shape at will, using all the powers he's learned in a final attempt to destroy Mario once and for all.

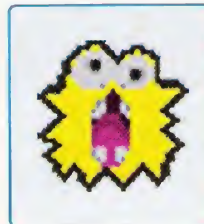
JR. TROOPA 2



HP	ATTACK	DEFENSE
15	2	1

He told you he'd be back, and Jr. Troopa wasn't kidding. This time around he's developed a new trick—hiding inside his shell. A Hammer will work best for your second meeting.

JUNGLE FUZZY



HP	ATTACK	DEFENSE
7	2	0

The Jungle Fuzzy is like other members of the Fuzzy family but clad in stylish yellow. If one manages to latch on to Mario, your only hope is to tear it off by using the Action Command.

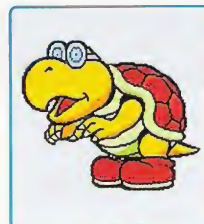
JR. TROOPA 3



HP	ATTACK	DEFENSE
40	5	1

The little fellow just doesn't know when to quit. He's even sprouted a pair of wings for your third skirmish in the Forever Forest. Bow's invisibility talent will be helpful against Jr. Troopa, as his attacks have grown in strength.

KENT C. KOOPA



HP	ATTACK	DEFENSE
70	3-10	6

A big, greedy bully, Kent C. Koopa can really bring the pain. His mighty Shell attack will damage party members as well as Mario if they're not defended. Try to flip him over with Multibounce or a Power Stomp.

JR. TROOPA 4



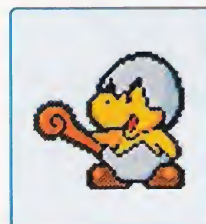
HP	ATTACK	DEFENSE
20	6	1

The good news is that Jr. Troopa's latest incarnation is tired from a long day of swimming. The bad news is he's learned some new moves and borrowed a hat from a Spiked Goomba.



Kent attacks your party members often, so you'll be on your own for this battle. D-Down pound works well on him, as does the Quake Hammer—though it's kind of a waste of Flower Points. You may want to bring along a Life Shroom or two.

JR. TROOPA 5



HP	ATTACK	DEFENSE
50	8	1

Jr. Troopa has followed you all the way to the frozen wasteland of Shiver Snowfield. He's lost his wings and the spiked hat this time out, but he's armed with a magical attack that takes off quite a few hit points.

KOOPA TROOPA



HP	ATTACK	DEFENSE
4	1	1

Koopas come in many shapes and sizes, but you can keep just one simple rule in mind: Flip 'em over. A Koopa Troopa doing the backstroke won't be able to do much except wiggle around.

KOOPATROL



HP	ATTACK	DEFENSE
8	4-10	3

Koopatrol is Bowser's elite guard and armored to the shells. It can call in more guards when the tide turns and charge up a powerful last-ditch attack if all seems lost.

MAGIKOOPA



HP	ATTACK	DEFENSE
11	6	0

Found only in Bowser's Castle, the Magikoopa represents the best evil wizardry has to offer. It knows every spell in the book, so you'll need to be on your toes and react accordingly.

LAKITU



HP	ATTACK	DEFENSE
12	3	0

Lakitu is a funny-looking Koopa who has developed the ability to ride clouds. It'll attack from a safe distance by raining Spinys down on your head. If you don't deal with it quickly, you'll find yourself in a swamp of Spinys.

THE MASTER 1



HP	ATTACK	DEFENSE
50	6	0

The Dojo Master may have a bad cough, but his fighting skills are nothing to sneeze at. You'll want to use Badges that disrupt his attacks, like the Shrink Stomp. If you manage to beat him, you'll earn the Third-Degree Card.



The Master will grant you the First Strike but then insult your moves. Don't let it get to you, though—just use a variety of different attacks to win both his respect and the day. Remember that Parakarry's Shell Shot will deal a lot of damage.

LAVA BUBBLE



HP	ATTACK	DEFENSE
9	2-4	0

It should be obvious, but the best way to attack a big ball of fire is with water, so Sushie's attacks will be a big help. Lava Bubble also has the ability to attack your party members, knocking them silly for a turn or two.

LEE



HP	ATTACK	DEFENSE
20	5	0

The mysterious Lee is The Master's most advanced student, and he'll change forms as he attacks. If you begin the battle by using Goombario's Tattle, Lee will match the tactic, giving Mario a free turn to wallop away.

M. BUSH



HP	ATTACK	DEFENSE
8	3	0

M. Bush has taken a page from the Hurt Plant's book and disguised itself as a harmless pile of leaves. It can dish out a large dose of poison with a single bite, so take care.



THE MASTER 2



HP	ATTACK	DEFENSE
75	8-11(5+6)	0

The Master will show off an arsenal of new moves in his second incarnation. Among them is a combination punch and kick that could cost you up to 11 Heart Points (five, then six). Some other enemies have combo attacks, too. Beware!



Take time out between the first and second Master battles. Once you're refreshed, use the D-Down Pound or the Power Stomp as your Bades of choice. The Thunder Rage item is also effective, though rather pricey.

MONSTAR



HP	ATTACK	DEFENSE
20	1	0

The recent tormenter of the poor denizens of Shiver City, Monstar is a mystery even to Goombario. He may look quite scary, but in reality he's not so tough.

MONTY MOLE



HP	ATTACK	DEFENSE
3	2	0

Who's the rock-throwing mole that's a pain in Mario's side? Monty! The sunglasses-wearing critter will pop out of the ground, using the power of surprise and large, pointy rocks as his main weapons.

THE MASTER 3



HP	ATTACK	DEFENSE
99	10-18(5+6+7)	1

Unleash the Dojo mojo! The Master's third incarnation is truly challenging, and you'll earn full bragging rights if you can defeat him. You must have strength and luck to win—remember that you can visit Toad's House between battles.



If you trade for the Zap Tap Badge before you take on The Master's third form, you'll be all the better for it. The Master 3 has a two-part attack, but Zap Tap will prevent the second blow from landing. Bow's Outta Sight talent is invaluable.

MONTY MOLE



HP	ATTACK	DEFENSE
12	3	0

You'll encounter Monty Mole again in Petunia's garden, and eating all those tasty roots has been good for him. His Heart Points are much higher than the Monty Moles on Mt. Rugged, but luckily for Mario his attack remains rather weak.

PARAGLOOMBA



HP	ATTACK	DEFENSE
7	2	0

You'll meet Paragloomba in the Toad Town Tunnels, but there's no need to fear. Paragloomba has the same stats as a land-based Gloomba, so use a quick jump attack to clip its wings.

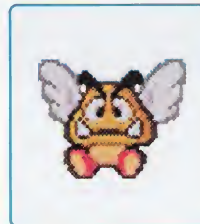
MEDI GUY



HP	ATTACK	DEFENSE
7	1	0

Medi Guy's head pokes out of its Shy Guy ambulance, and your job is to jump on it. It's a good idea to take out the Medi Guy first so it can't heal injured comrades.

PARAGOOMBA



HP	ATTACK	DEFENSE
2	1	0

Wings? On a Goomba? No need to be afraid of the fluttering fly-boy—it's no more difficult to deal with than its land-based brothers. A single jump on the noggin will cause one to lose its wings.

PARATROOPA



HP	ATTACK	DEFENSE
4	1	1

The fabulous wings of a Paratroopa are no match for a sturdy pair of boots. Until you get the Hammer Throw Badge, you'll be limited to jumping attacks against the airborne menace.

PYRO GUY



HP	ATTACK	DEFENSE
7	4	0

The name says it all. Unless you've brought marshmallows and a couple of sticks, your best bet is to take out a Pyro Guy with a water- or ice-based attack move. Obviously, jumping attacks are not recommended.

PIRANHA PLANT



HP	ATTACK	DEFENSE
5	3	0

The familiar Piranha Plant has found a way to detach itself from the green pipes it usually calls home. It will pop out of the ground and attack with little notice, so take care not to leap into the sharp teeth.

R MAGIKOOPA



HP	ATTACK	DEFENSE
11	3	0

The ever present Magikoopa comes in a variety of shapes, sizes and colors, and each breed possesses a different magical ability. You need to beware the R Magikoopa, as it attacks with a powerful blast of magic energy.

POKEY



HP	ATTACK	DEFENSE
4	2	0

A Pokey is a form of cactus that has decided to beat up on nomadic travelers. It will attack by tossing segments of its body, as well as just falling on top of you. Don't jump on one unless you want a nasty surprise.

RED GOOMBA



HP	ATTACK	DEFENSE
7	1	0

He's the eldest and strongest of the Notorious Goomba Brothers, but that doesn't mean he'll pose problems for a plucky plumber. A couple of healthy stomps will send him crying back to the Goomba King.

POKEY MUMMY



HP	ATTACK	DEFENSE
4	2	0

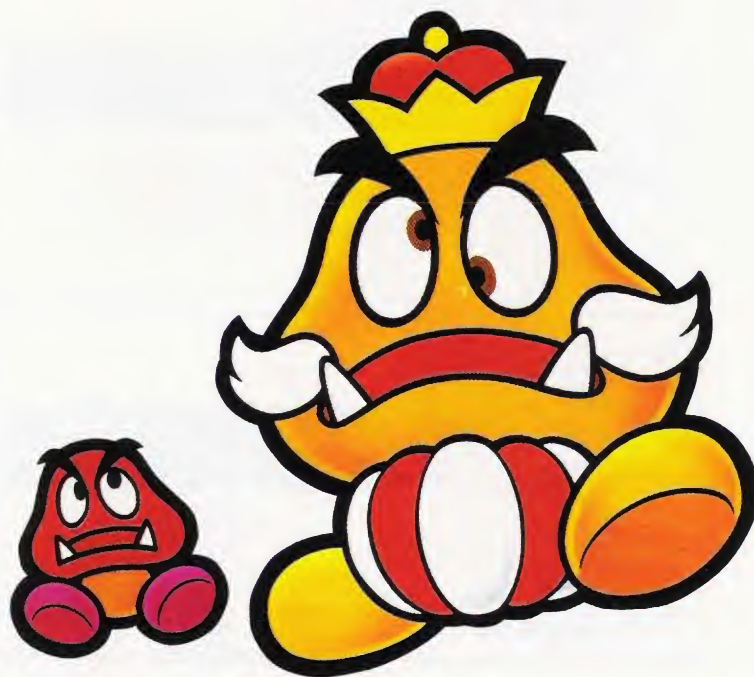
The only thing worse than a killer cactus is an undead killer cactus. The Pokey Mummy attacks just like a regular Pokey, but its spines carry deadly poison. Both types of Pokey can also call in reinforcements.

PUTRID PIRANHA



HP	ATTACK	DEFENSE
12	2-3	0

Even worse than a normal Piranha Plant, Putrid Piranha is equipped with the worst breath this side of Tayce T.'s garlic bread cook-off. If that isn't enough, it also possesses quick reflexes and a strong bite.



RUFF PUFF



HP	ATTACK	DEFENSE
10	4	0

Ruff Puff looks like a lumpy donut hole, but it fights like a lion. Hench-cloud of the evil Huff N. Puff, it will always attack in the air, so ready your favorite jumping attack before you tackle one in battle.

SPIKED GLOOMBA



HP	ATTACK	DEFENSE
7	3	0

Naturally, you can expect to see a Spiked Gloomba on your underground journeys. No need to mess with tradition—just use your Hammer and watch the sparks fly.

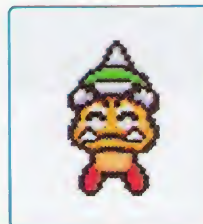
SHY GUY



HP	ATTACK	DEFENSE
7	2-3	0

Troublemakers all, the Shy Guy comes in many shapes and sizes. In the basic form it's not so tough, but don't get too confident or one will come at you with a strong acrobatic attack.

SPIKED GOOMBA



HP	ATTACK	DEFENSE
2	2	0

A Goomba finally grew tired of resting under Mario's large shoes, so it armed itself with some painfully pointed headgear. Unless you have a Badge to protect you, you must rely on Hammer attacks.

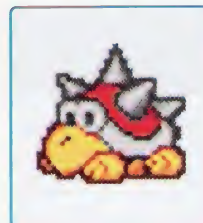
SKY GUY



HP	ATTACK	DEFENSE
7	3	0

The Sky Guy is a slingshot-wielding baddie who has mastered the long-lost art of ballooning. While in battle, you can attack either the Sky Guy itself or the balloon bunch that keeps it afloat—the choice is yours.

SPINY



HP	ATTACK	DEFENSE
5	4	3

The poor Spiny is thrown from above by Lakitu, and once it hits the ground it will tuck into a ball and race full bore for Mario. A Spiny is protected by—what else—spines, so you'll need a Hammer or some special items.

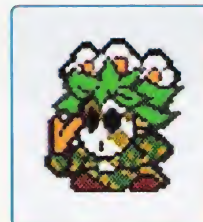
SPEAR GUY



HP	ATTACK	DEFENSE
7	3	0

Spear Guy is a Shy Guy who's given up the easy life in the Toy Box to eke out a living in the wild, and it's a formidable foe. If the spear is pointed skyward, attack with a Hammer. If it points at you, take out the Spear Guy with a jump attack.

SPY GUY



HP	ATTACK	DEFENSE
7	2	0

Why the Spy Guy thinks army-issue camouflage will help in the bright and cheery world of the Toy Box is a mystery to everyone. It'll change weapons when attacked, and if one hits you it can take away a command option.

SPIKE TOP



HP	ATTACK	DEFENSE
4	3	4

The Spike Top is a more difficult foe than the similar Buzzy Beetle, because you can't use a jump attack to flip one over. Hammers are the name of the game with the critter. An interesting note is that it's immune to fire attacks.

STONE CHOMP



HP	ATTACK	DEFENSE
4	3	1

According to Goombario, the mighty jaws of a Stone Chomp can crush a coconut. And since pudgy Mario is much softer than a coconut, you'll want to dispose of the treasure-guarding baddie with due haste.

SUPER BLOOPER



HP	ATTACK	DEFENSE
70	5-8(4+4)	0

The Super Blooper is the most powerful foe in the Tunnels, so strap on your best defensive Badges and get to stomping. If you've been saving life-giving Shrooms, you'll probably need to use them against Super Blooper.



You'll know Super Blooper is angry when it turns red, so watch for a strong attack when it happens. It will occasionally shoot Blooper Babies in your direction—just ignore the distractions and concentrate all your firepower on the big boy.

WHITE CLUBBA



HP	ATTACK	DEFENSE
12	5-6 (2 x 3)	0

With all that blubber to keep it warm, it's no wonder that a Clubba migrated north. It will often attack two or three times in a row, so use fire attacks to make short work of the gargantuan goon.

Y MAGIKOOPA



HP	ATTACK	DEFENSE
11	3	0

If you underestimate the power of a Y Magikoopa, you'll be in for a shock. Special magic allows it to give friends an electrical charge, making jump attacks an iffy proposition at best.

SWOOPER



HP	ATTACK	DEFENSE
4	2	0

You'll find the Swooper deep inside the Dry Dry Ruins, shunning the world of sunlight for a dark existence. It often roosts on the ceiling, at which point you must use a party member's flying attack or the Quake Hammer to dislodge it.

SWOOPULA



HP	ATTACK	DEFENSE
8	2	0

Swoopula has watched too many vampire films, and now it spends all its time flying at adventurers, latching on and sucking out HP. You'll need a party member's flying attack or the Quake Hammer Badge to get one off its high perch.

W MAGIKOOPA



HP	ATTACK	DEFENSE
11	3	0

Attack the W Magikoopa right off the bat, or it will use healing powers on your enemies. One spell can grant five Heart Points to a single individual or three Heart Points to an entire party.



BADGES

BY COLLECTING BADGES AND UNDERSTANDING THEIR POWERS, YOU CAN ADD A NEW LAYER OF STRATEGY TO YOUR ADVENTURE. BUILD UP YOUR BADGE POINTS AND WEAR YOUR BADGES IN DIFFERENT COMBINATIONS TO SEE WHAT WORKS BEST FOR YOU.



BADGE	BP	FP	LOCATION	
ALL OR NOTHING	4	0	ROWF'S SHOP	With the All or Nothing Badge, you'll increase Action Command attacks by one point. If you fail to execute the Action Command, you'll miss.
ATTACK FX A	0	0	MERLUVLEE'S HOUSE	Merlow will give you the Attack FX A Badge in exchange for one Star Piece. Use it to change the sound effects during battles.
ATTACK FX B	0	0	PLEASANT PATH	As you walk down to Koopa Village, you'll see three bricks on the ground. Smash them all to collect a second sound effects Badge.
ATTACK FX C	0	0	DRY DRY DESERT	The third sound effects-changing Badge is in Dry Dry Desert. Take a look at the map on pages 36 and 37 for the exact location.
ATTACK FX D	0	0	TOAD TOWN	After you bring the Soothing Melody to the Pop Diva in Club 64, she will reward you with a performance and the Attack FX D Badge.
ATTACK FX E	0	0	SHIVER CITY	The last of five sound effects-changing Badges is in Shiver City. Use all five in combination to give your battles a whole new sound.
BUMP ATTACK	5	0	TOAD TOWN TUNNELS	Rip Cheato sells the Bump Attack Badge in Toad Town Tunnels. With it, you can defeat weak enemies by running into them—no battle needed.
CHILL OUT	2	0	MERLUVLEE'S HOUSE	The Chill Out Badge prevents enemies from hitting you with a First Strike—completely different from the Star Power of the same name.
CLOSE CALL	1	0	GOOMBA ROAD	If you're low on Heart Points and you're wearing the Close Call Badge, enemy attacks are more likely to miss.
D-DOWN JUMP	2	2	TUBBA BLUBBA'S CASTLE	With the D-Down Jump Badge equipped, you can hit enemies with a pounding jump and bring down their defense at the same time.
D-DOWN POUND	2	2	ROWF'S SHOP	The D-Down Pound Badge gives you the ability to bring enemy defenses down with your Hammer.
DAMAGE DODGE	3	0	ROWF'S SHOP/ MT. RUGGED	By wearing the Damage Dodge Badge, you can increase the effectiveness of your Action Command-triggered defense.
DEEP FOCUS	1	0	SHY GUY'S TOY BOX/ BOWSER'S CASTLE/ PEACH'S CASTLE	Each Deep Focus Badge that you wear increases the amount of Star Energy that you can recharge with the Star Power Focus.
DEFEND PLUS	6	0	SHY GUY'S TOY BOX	When you wear the Defend Plus Badge, your defense will be one point stronger. You'll find it east of Pink Station in Shy Guy's Toy Box.
DIZZY ATTACK	2	0	KOOPA VILLAGE/ PLEASANT PATH	With the Dizzy Attack Badge on, your Spin Attack will give off a purple hue. Spin into enemies on the field to make them dizzy in battle.
DIZZY STOMP	1	2	MT. LAVALAVA	The Dizzy Stomp Badge gives you the power to execute a stomp that makes your enemies dizzy.

BADGE	BP	FP	LOCATION	
DODGE MASTER	2	0	ROWF'S SHOP	When you wear the Dodge Master Badge, your Action Command will execute even if your timing is off by a fraction of a second.
DOUBLE DIP	1	3	ROWF'S SHOP	When you activate the Double Dip Badge, you can use two items in a single turn. It's great for long battles.
FEELING FINE	3	0	MERLUVLEE'S HOUSE	The Feeling Fine Badge protects you from poisoning and dizziness. Don't fight the Dark Koopas in Toad Town Tunnels without it.
FIRE SHIELD	2	0	MT. LAVALAVA	With the Fire Shield Badge activated, you can stomp fire enemies without taking damage. Your defense against their attacks rises, too.
FIRST ATTACK	1	0	ROWF'S SHOP	If you're wearing the First Attack Badge, you can flatten weaker enemies by pulling off a First Strike.
FLOWER FINDER	3	0	MERLUVLEE'S HOUSE	More than the usual number of Flowers will appear after you win a battle while wearing the Flower Finder Badge.
FLOWER SAVER	6	0	FLOWER FIELDS/ MERLUVLEE'S HOUSE	With the Flower Saver Badge activated, all attacks require one fewer Flower Point for execution.
FP PLUS	3	0	ROWF'S SHOP/ PLEASANT PATH/ FOREVER FOREST	For every FP Plus Badge that you wear, your maximum Flower Points will increase by five, giving you more Flower Point flexibility.
GROUP FOCUS	2	0	ROWF'S SHOP	If you are equipped with the Group Focus Badge, your partner can call the Star Power Focus during his or her battle turn.
HAMMER THROW	2	2	GOOMBA ROAD	Located on the roof of Toad Town's west entrance tunnel, the Hammer Toss Badge allows you to attack flying enemies with your Hammer.
HAPPY FLOWER	3	0	MERLUVLEE'S HOUSE/ FLOWER FIELDS	The Happy Flower Badge automatically recharges some Flower Points at a slow rate during battle.
HAPPY HEART	3	0	MERLUVLEE'S HOUSE/ JADE JUNGLE	Get a Heart Point boost in the middle of battle when you put on the Happy Heart Badge. Wear two for twice the boost.
HEART FINDER	3	0	MERLUVLEE'S HOUSE	When the Heart Finder Badge is activated, you'll get more than the usual number of Hearts at the end of the battle.
HP DRAIN	3	0	MERLUVLEE'S HOUSE	The two-edged HP Drain Badge decreases your attack power but ensures that you will recover one Heart Point per turn.
HP PLUS	3	0	PLEASANT PATH/ ROWF'S SHOP/ FOREVER FOREST	Your Heart Point maximum will increase by five for every HP Plus Badge that you wear, letting you balance Heart Points and Badge Points.
I SPY	1	0	ROWF'S SHOP	Rowf will give you the I Spy Badge as a reward when you return his Calculator. It will help you find hidden Star Pieces.
ICE POWER	2	0	SHY GUY'S TOY BOX	Like the Fire Shield Badge, the Ice Power Badge allows you to stomp fire enemies. It also increases your attack power against them.
JUMP CHARGE	1	1	ROWF'S SHOP	When you pull off the Action Command on a Jump Charge attack, your second hit will have two points more power than usual.
LAST STAND	1	0	PEACH'S CASTLE	If you're very low on Heart Points, the power of enemy attacks will be cut in half when you are equipped with the Last Stand Badge.
LUCKY DAY	7	0	GOOMBA VILLAGE	As a reward for delivering a long line of letters, Goomba will give you a Badge that increases the likelihood that enemy attacks will miss.

BADGE	BP	FP	LOCATION	
MEGA JUMP	3	6	SHIVER MOUNTAIN	You can hit your enemies for as many as 10 points of damage if you execute a Mega Jump attack with the Ultra Boots.
MEGA QUAKE	3	7	ROWF'S SHOP	Hammer home a ground-pounding Mega Quake attack with the Mega Quake Badge. It will damage all enemies on the ground.
MEGA RUSH	1	0	TUBBA BLUBBA'S CASTLE	If you're down to a single Heart Point, your attacks will increase by four points. You'd better be equipped with a Life Shroom or two.
MEGA SMASH	3	6	FLOWER FIELDS	The Hammer equivalent of the Mega Jump allows for a particularly effective attack on a single enemy—up to 10 points.
MONEY MONEY	7	0	MERLUVLEE'S HOUSE	Merlow will let you have the Money Money Badge for 20 Star Pieces. It doubles Coin prizes from victories when equipped.
MULTIBOUNCE	1	2	ROWF'S SHOP	With the Multibounce Badge equipped, you can pull off a jumping attack that hits all of the enemies in the party.
P-DOWN, D-UP	2	0	CRYSTAL PALACE	When you wear the P-Down, D-Up Badge, your attack power will decrease by one, but your defense power will increase by one.
P-UP, D-DOWN	2	0	CRYSTAL PALACE	The mirror image of the P-Down, D-Up Badge increases attack power and decreases defense. If you wear both, they'll cancel each other out.
PAY-OFF	2	0	MERLUVLEE'S HOUSE	If you don't mind taking damage, the Pay-off Badge is for you. The more damage you take, the more Coins you'll earn in victory.
PEEKABOO	3	0	MERLUVLEE'S HOUSE	The Peekaboo Badge allows you to see enemy Heart Points without using Goombario's Tattle—great for developing attack strategies.
POWER BOUNCE	2	3	KOOPA BROS. FORTRESS	With the Power Bounce attack, you can bounce off your target repeatedly as long as you execute the Action Command with every bounce.
POWER JUMP	1	2	GOOMBA VILLAGE	The Power Jump Badge is the first Badge that you will earn. It improves your regular Jump attack by two points.
POWER PLUS	6	0	MERLUVLEE'S HOUSE/ SHY GUY'S TOY BOX	The very valuable Power Plus Badge increases your Jump and Hammer attacks by one point. Wear two of them if you can.
POWER QUAKE	2	4	JADE JUNGLE	Ground enemies will hurt when you execute the Power Quake attack. With the Action Command, you'll cause four points of damage.
POWER RUSH	1	0	PEACH'S CASTLE	If your Heart Points are very low, your attack power will increase by two points when you equip with the Power Rush Badge.
POWER SMASH	1	2	TOAD TOWN TUNNELS	If you execute the Action Command, the Power Smash attack will hit your enemy for four, six or eight points depending on your Hammer.
PRETTY LUCKY	3	0	MERLUVLEE'S HOUSE	With the Pretty Lucky Badge equipped, the chances that an enemy attack will miss increase.
QUAKE HAMMER	1	2	MT. RUGGED	The first available Quake Badge allows you to shake the ground, damaging all ground enemies—great for Mt. Rugged and Dry Dry Desert.
QUICK CHANGE	4	0	MERLON'S HOUSE	When you change partners in battle with the Quick Change Badge equipped, your new partner will be able to attack immediately.
REFUND	1	0	KOOPA BROS. FORTRESS	You will receive a refund of several Coins every time you use an item in battle when the Refund Badge is equipped.

BADGE	BP	FP	LOCATION	
RUNAWAY PAY	2	–	DRY DRY DESERT	When you wear the Runaway Pay Badge, you can earn Star Points from a battle, even if you run away.
S. JUMP CHG.	2	4	CLOUDY CLIMB	You'll find the S. Jump Chg. Badge when you hop onto a cloud high above Flower Fields. Use it to power up your next jump attack.
S. SMASH CHARGE	2	4	ROWF'S SHOP	Use the S. Smash Attack to bring extra power to your next Hammer attack. It takes an extra turn, but it's worth it.
SHRINK STOMP	1	2	TOAD TOWN TUNNELS	With the Shrink Stomp attack, you can shrink some of your enemies and cut their attack power in half.
SLEEP STOMP	1	2	ROWF'S SHOP	Put on the Sleep Stomp Badge and use the Sleep Stomp attack to make some of your enemies doze off.
SLOW GO	0	0	DRY DRY RUINS	If you're wearing the Slow Go Badge, you will walk slowly. That is useful while you are walking past sleeping Clubbas in Tubba Blubba's Castle.
SMASH CHARGE	1	1	KOOPA BROS. FORTRESS	You'll find the Smash Charge Badge if you climb to the top of Koopa Bros. Fortress. Use it to power up Hammer attacks.
SPEEDY SPIN	1	0	ROWF'S SHOP	Wear the Speedy Spin Badge to increase the distance you can spin—a good combo with the Dizzy Attack Badge or Spin Attack Badge.
SPIKE SHIELD	2	0	DRY DRY RUINS	When you put on the Spike Shield Badge, you'll be able to stomp spiked enemies without taking damage.
SPIN ATTACK	3	0	DRY DRY DESERT	Use the Spin Attack Badge for the ability to defeat weaker enemies by spinning into them on the field.
SPIN SMASH	1	2	ROWF'S SHOP	When you execute a Spin Smash attack, your target will fall back and hit the next target—two for one!
TRIPLE DIP	3	6	CRYSTAL PALACE	With the Triple Dip Badge equipped, you can use three items in one turn, provided that you have six Flower Points to spare.
ZAP TAP	4	0	MERLUVLEE'S HOUSE	You can defend yourself with electricity by wearing the Zap Tap Badge. Enemies will take damage when they attack you.

MERLOW'S BADGE LIST

BADGE	STAR PIECE
ATTACK FX A	1
PAY-OFF	1
CHILL OUT	3
PRETTY LUCKY	5
FEELING FINE	5
HAPPY HEART	8
HAPPY FLOWER	8
PEEKABOO	10
ZAP TAP	10
HEART FINDER	12
FLOWER FINDER	12
HP DRAIN	15
MONEY MONEY	20
FLOWER SAVER	25
POWER PLUS	25

ROWF'S BADGE LIST

BADGE	PRICE	BADGE	PRICE
AFTER CHAPTER 1		SPIN SMASH	75
SPEEDY SPIN	50	GROUP FOCUS	100
D-DOWN POUND	75	AFTER CHAPTER 4	
MULTIBOUNCE	75	ALL OR NOTHING	100
FIRST ATTACK	100	HP PLUS	150
AFTER CHAPTER 2		FP PLUS	150
SLEEP STOMP	75	AFTER STAGE 5	
DODGE MASTER	100	S. SMASH CHARGE	100
DOUBLE DIP	100	DAMAGE DODGE	150
AFTER CHAPTER 3		MEGA QUAKE	200
JUMP CHARGE	50		

STAR PIECES

BY COLLECTING STAR PIECES, YOU CAN SHOW THAT YOU'VE EXPLORED THE MUSHROOM KINGDOM FAR AND WIDE. YOU CAN ALSO TRADE THE TREASURES WITH MERLOW FOR BADGES. THERE ARE 160 STAR PIECES INCLUDING CHUCK QUIZMO'S QUIZ PRIZES.



GOOMBA VILLAGE

PAGE 18



Check off Star Pieces as you find them.

☐ On your way back from getting the Hammer, you'll see a Star Piece on a ledge. Go east, then climb up and over a hill to get it.



☐ As soon as you've found the Hammer, you can collect a Dolly from a tree. Give it to Goombaria. She'll give you a Star Piece.



☐ Once you learn how to Spin Jump, you'll be able to unearth Star Pieces by shaking the ground. Do that near the old veranda.



☐ Return to the grove where Goombaria found you. Shake the ground there to collect a Star Piece.



GOOMBA ROAD

PAGE 18

☐ Hit the tree closest to King Goomba's Castle. A Star Piece will shake out from the tree and fall to the ground.



☐ On the east side of the bridge east of King Goomba's Castle, execute a Spin Jump just north of the path to reveal a prize.



SHOOTING STAR SUMMIT

PAGE 19

☐ Walk around to the north at the bottom of Shooting Star Summit. You'll discover a Star Piece on the ground.



☐ After you cross the bridge from the rubble of Peach's Castle, hit the ground with a Spin Jump to make a Star Piece pop up.



☐ Take one step up from the bottom of Shooting Star Summit and hit the ground with a Spin Jump. A treasure will be yours.



☐ The ground-shaking Spin Jump will help you collect 34 Star Pieces in all. One of them is just outside of Merluvlee's House.



TOAD TOWN

PAGE 20

☐ Hit a thin tree west of Merlon's House with your Hammer. A Star Piece will fall to the ground.



☐ With Sushie's help, you can swim out into Toad Town Pond and find a Star Piece near the west shore.



☐ When you find Russ T.'s dictionary in Shy Guy's Toy Box, take it back to him, along with the Mystery Note. You'll get a prize.



☐ When Shy Guys make off with a bag of mail, you can find it in the Toy Box. Return it to the Post Office then collect a reward.



☐ There is one Star Piece in the Toad Town Underground. You'll find it by following the map on pages 24 and 25.



☐ From the entrance of the Dojo, walk down the stairs and cross the path to the grass, then Spin-Jump to find a Star Piece.



☐ Hit the ground with a Spin Jump just south of Fice T.'s guard house, near Forever Forest. A Star Piece will pop up.



☐ From the Save Block in Toad Town's port, walk a few paces to the southeast and Spin-Jump to make a Star Piece appear.



☐ Cross over to the south side of the train tracks, then walk to the east edge of the area and hit the ground with a Spin Jump.



PLEASANT PATH

PAGE 28

☐ You'll find a large tree just before you reach the stone arches of Koopa Bros. Fortress. Hit it to get a Star Piece.



☐ Just south of the westernmost bridge, a Star Piece rests on a small island. Use Kooper to retrieve it.



☐ Above the entrance to Koopa Village, you'll find three striped blue poles. A Star Piece is buried between the poles.



☐ After you walk across the long bridge east of Koopa Village, shake the ground with a Spin Jump to make a prize pop up.



KOOPA VILLAGE

PAGE 28

☐ After you find Kooper's Shell and scare away the Fuzzies, you'll find a Star Piece above the checkerboard pattern in the grass.



☐ A Star Piece is hidden underground a few paces south of the shop in Koopa Village. Spin-Jump to bring it to the surface.



MT. RUGGED

PAGE 34

☐ A Star Piece rests on a wooden platform west of Buzzar's nest. Drop from a rock path to collect it.



☐ In the high altitude region of West Mt. Rugged, you'll find a Star Piece on the other side of a gap. Use Parakarry to cross over.



☐ Just east of the Save Block in the middle of the Mt. Rugged path, you'll find a Star Piece by shaking the ground.



DRY DRY DESERT

PAGE 36

☐ When you take the Ancient Artifact to Kolorado in his camp at the west end of the desert, he'll give you a Star Piece in return.



☐ In the absolute middle of Dry Dry Desert, you can shake the ground to collect a Star Piece. See the map on pages 36 and 37.



DRY DRY OUTPOST

PAGE 38

☐ As soon as you climb onto the roof of the building on the east end of town, use a Spin Jump to reveal a Star Piece.



DRY DRY RUINS**PAGE 40**

- ☐ When you drain the sand from a room in the upper-right section of Dry Dry Ruins, you'll reveal a Star Piece.

BOO'S MANSION**PAGE 48**

- ☐ Break a box with a Spin Jump in the basement chamber that holds bookcases and Boo's Portrait to find a Star Piece.
- ☐ The Super Boots give you the ability to Spin-Jump. Use them on the west side of the room where you get them to find a prize.
- ☐ After you walk through the secret door in the main room, walk downstairs and execute a Spin Jump to reveal a Star Piece.
- ☐ Walk to the middle of the rug in the main room and Spin-Jump. You'll be one Star Piece richer.
- ☐ There is a Star Piece under the rug in the easternmost room on the second floor. Spin-Jump to make it emerge.

GUSTY GULCH**PAGE 51**

- ☐ Immediately after you go east through the east gate of Boo's Mansion grounds, execute a Spin Jump for a prize.
- ☐ You'll discover a Star Piece behind a rock on the road to Tubba Blubba's Castle. See the map on page 51 for the exact location.

TUBBA BLUBBA'S CASTLE**PAGE 52**

- ☐ The centerpiece of the large dining hall table is a Star Piece. You can get it by dropping down from above.
- ☐ You'll find a Star Piece on a desk in the second room off the hall to the west of the entrance.

SHY GUY'S TOY BOX**PAGE 58**

- ☐ Look for a Star Piece on the other side of a green, six-sided block in the path that is east of Blue Station.
- ☐ When you climb to the roof of a dollhouse east of Blue Station, use Parakarry to fly west to a Star Piece.
- ☐ You'll find a Star Piece at the end of the path that heads east from Green Station. See the map on page 59 for the location.
- ☐ Shake the ground with a Spin Jump just south of Blue Station. A panel will pop up and a Star Piece will emerge.
- ☐ You'll uncover a hidden Star Piece by shaking the ground with a Spin Jump just south of Pink Station.
- ☐ When you arrive at Green Station, walk a few paces to the south, then shake the ground to reveal a Star Piece.
- ☐ Following a trend, you'll discover a Star Piece close to Red Station. Shake the ground to make it emerge.

JADE JUNGLE**PAGE 64**

- ☐ You can make a Star Piece drop to the ground by shaking a tree on the east end of the Lavalava Island Beach.
- ☐ In the area where Sushie joins your party, use her to swim to a small island to the east where you can grab a Star Piece.
- ☐ You'll find a Star Piece underwater in the westernmost section of Jade Jungle. Consult the map on page 64 for the location.
- ☐ You'll fight a tough trio of Piranha Plants on your way to meeting Raphael. Shake the ground west of those plants.

YOSHI'S VILLAGE**PAGE 64**

- ☐ Make the ground shake near the Raven Statue, where the village leader waits, to reveal a Star Piece.

MT. LAVALAVA**PAGE 68**

- ☐ You'll find a Star Piece in the large room that holds the Super Block. Walk a few paces southeast of the block and Spin Jump.
- ☐ Before you walk down the stairs to the chamber of the Fire Piranha, shake the ground to reveal a Star Piece.

FLOWER FIELDS**PAGE 74**

- ☐ When you enter the path that leads to the Sun's Tower, you'll see a Star Piece on a ledge. Go west, climb up, then go east.
- ☐ When you find the Blue Berry Tree, walk into the shoulder-high plants to the east. You'll uncover a Star Piece.
- ☐ There is a low bush a few paces southwest of Petunia. Spin-Jump just north of that bush to get a Star Piece.
- ☐ The Bubble Berry Tree is at the north end of a pool. Go to the east side of that pool and shake the ground to get a treasure.
- ☐ When you find the Yellow Berry Tree, walk onto the path just south of it and Spin-Jump. You'll find another Star Piece.
- ☐ On your way to the Puff Puff Machine, you'll find a Super Block. Spin-Jump on the east end of the Block's ledge to find a prize.

SHIVER CITY**PAGE 80**

- ☐ There is a Star Piece just east of the Mayor's House. Shake the ground to make it rise to the surface.

SHIVER SNOWFIELD**PAGE 80**

- ☐ At the entrance to Shiver Mountain, walk south from the snowmen to the edge of the area. Shake the ground there.

SHIVER MOUNTAIN**PAGE 80**

- ☐ You'll find a Star Piece by jumping off a ledge near the Crystal Palace entrance. See page 81 for details.

CRYSTAL PALACE**PAGE 84**

- ☐ When you leave the Crystal Palace through the mirror image entrance, you'll find a Star Piece in a cave.
- ☐ Shake the ground in the room with the big statue on the red door floor. You'll add a Star Piece to your collection.
- ☐ The room with the small statue is a mirror image of the big statue room, right down to the hidden Star Piece.

OTHERS**RIP CHEATO'S STAR PIECES****PAGE 25**

- ☐ ☐ ☐ Rip Cheato sells a line of items for 64 Coins each. Three of those items are Star Pieces.

LETTER DELIVERY REWARDS **PAGE 126**☐ x 11**KOOPA KOOT'S FAVORS** **PAGE 126**☐ x 15**CHUCK QUIZMO'S QUIZ** **PAGE 128**☐ x 64

ITEMS

YOU'LL SPEND MUCH OF YOUR ADVENTURE FINDING AND USING ITEMS. THE FOLLOWING PAGES DESCRIBE EVERY ITEM AND GIVE BASIC LOCATIONS FOR WHERE YOU WILL FIND THEM. LOOK AT AREA MAPS AND SHOP LISTS FOR LOCATION SPECIFICS.



ITEM	DESCRIPTION	LOCATION
ATTACK ITEMS		
COCONUT	The Coconut can cause three points of damage. It is also something that Koopa Koot craves.	LAVALAVA ISLAND
DUSTY HAMMER	The one reason to buy this weak weapon is to get Moustafa's attention in Dry Dry Outpost.	DRY DRY OUTPOST
EGG MISSILE	Mixing an Egg with a Fire Flower, Tayce T. makes a missile that causes six points of damage.	TAYCE T.'S HOUSE
FIRE FLOWER	Use the Fire Flower to inflict three points of damage on every member of an enemy party.	VARIOUS LOCATIONS
PEBBLE	A Pebble is most useful as a replacement for more valuable items in Shiver Mountain.	SHIVER MOUNTAIN
SHOOTING STAR	Hit a big enemy party with a Shooting Star to inflict six damage points on each attacker.	VARIOUS LOCATIONS
SNOWMAN DOLL	Use the Snowman Doll to crush all enemies in a party with four points of damage.	VARIOUS LOCATIONS
THUNDER RAGE	Thunder Rage hits all enemies in a party, inflicting five damage points on each target.	VARIOUS LOCATIONS
THUNDER BOLT	The single-enemy equivalent to Thunder Rage drains five HP from the selected target.	VARIOUS LOCATIONS

DEFENSE ITEMS		
STONE CAP	Turning you into a statue for a short time, the Stone Cap protects you from attacks.	VARIOUS LOCATIONS
STRANGE CAKE	A Strange Cake will do one of three things: make you invisible, electrify you or put you to sleep.	TAYCE T.'S HOUSE
VOLT SHROOM	A Volt Shroom protects you with a shield of electricity, shocking enemies that touch you.	VARIOUS LOCATIONS

ENEMY-FREEZING ITEMS		
DIZZY DIAL	Use a Dizzy Dial to make all of the enemies in a party dizzy for a few turns.	VARIOUS LOCATIONS
POW BLOCK	A POW Block turns all shelled enemies on their backs and hits them with two damage points.	VARIOUS LOCATIONS
SLEEPY SHEEP	All enemies are in danger of falling asleep when the Sleepy Sheep appear.	VARIOUS LOCATIONS
STOP WATCH	If you're outnumbered, you can freeze all enemy attackers for a few turns with the Stop Watch.	VARIOUS LOCATIONS

MISCELLANEOUS ITEMS		
FRIGHT JAR	One glimpse of the Fright Jar will make some enemies run away from a battle.	VARIOUS LOCATIONS
MYSTERY?	The unpredictable Mystery? item can reveal itself as any of several different items when used.	VARIOUS LOCATIONS
REPEL GEL	Use Repel Gel to become transparent to enemies but still have the power to attack.	VARIOUS LOCATIONS

RECOVERY ITEMS		
APPLE	The Apple is a Mushroom alternative. Eat it to recover five Heart Points.	BOO'S MANSION
APPLE PIE	With an Apple and Cake Mix, Tayce T. can make an item that recovers five HP and 15 FP.	TAYCE T.'S HOUSE
BIG COOKIE	Give Cake Mix and one of several other items to Tayce T. to get a new item that recovers 20 FP.	TAYCE T.'S HOUSE

ITEM	DESCRIPTION	LOCATION
BLAND MEAL	Several different Tayce T. recipes result in a meal that recovers 10 HP and 10 FP.	TAYCE T.'S HOUSE
BLUE BERRY	Use the Blue Berry to recover five HP, pass the blue plant or please the well-dweller in Flower Fields.	FLOWER FIELDS
BOILED EGG	Using an Egg and an Herb or Strange Leaf, Tayce T. will make an item that recovers eight HP and eight FP.	TAYCE T.'S HOUSE
BUBBLE BERRY	Fly over dangerous ground with the Bubble Berry and help from the Bubble Plant or recover five HP.	FLOWER FIELDS
CAKE	Tayce T.'s basic cake requires only Cake Mix. Use it to please Gourmet Guy or recover 15 FP.	TAYCE T.'S HOUSE
CAKE MIX	Give Cake Mix to Tayce T. for several delicious dessert recipes, including cake. It recovers 1 Flower Point.	SHY GUY'S TOY BOX
COCO POP	With Tayce T.'s culinary magic, Coconut and Cake Mix make an item that restores three HP and 15 FP.	TAYCE T.'S HOUSE
DELUXE FEAST	You'll need one of two rare combinations to make the Deluxe Feast. It recovers 40 HP and 40 FP.	TAYCE T.'S HOUSE
DRIED FRUIT	Battle with desert Pokeys will often get you Dried Fruit. Use it to recover 15 Heart Points.	DRY DRY DESERT
DRIED PASTA	The inexpensive Dried Pasta recovers three Heart Points and two Flower Points.	DRY DRY OUTPOST
DRIED SHROOM	Dried Shroom recovers one HP and plays a role in your discovery of Moustafa in Dry Dry Outpost.	VARIOUS LOCATIONS
EGG	One of two ingredients needed to make an Egg Missile, the Egg can restore five Heart Points.	MT. RUGGED/JADE JUNGLE
ELECTRO POP	Cake Mix and a Volt Shroom combine to make a lollipop that restores 15 Flower Points.	TAYCE T.'S HOUSE
FIRE POP	While the Fire Pop actually takes away one Heart Point, it restores 20 Flower Points.	TAYCE T.'S HOUSE
FRIED EGG	Tayce T. can fry up an Egg and turn a five HP-restoring item into a 10 HP-restoring item.	TAYCE T.'S HOUSE
FRIED SHROOM	By using almost any kind of Mushroom, Tayce T. can make an item that restores six HP and two FP.	TAYCE T.'S HOUSE
FROZEN FRIES	Frozen Fries come from a combination of Fire Flower and Iced Potato. They recover 15 Heart Points.	TAYCE T.'S HOUSE
GOOMNUT	Shake a tree in Goomba Village to make a Goomnut drop. Use it to recover three Flower Points.	GOOMBA VILLAGE
HEALTHY JUICE	Add an Herb, Leaf or Mushroom to one of Tayce T.'s Special Shakes to restore 40 FP.	TAYCE T.'S HOUSE
HONEY CANDY	Used to recover 20 FP, Honey Candy is a combination of Honey Syrup and Cake Mix.	TAYCE T.'S HOUSE
HONEY SHROOM	Combine Honey Syrup and a Mushroom to make an item that recovers five HP and five FP.	TAYCE T.'S HOUSE
HONEY SUPER	With Honey Syrup and one of three special Mushroom types, you can recover 10 HP and five FP.	TAYCE T.'S HOUSE
HONEY SYRUP	If it's Flower Points that you need, the inexpensive Honey Syrup will give you five FP.	VARIOUS LOCATIONS
HONEY ULTRA	With Honey Syrup and Ultra Shroom, you get 50 Heart Points and five Flower Points.	TAYCE T.'S HOUSE
HOT SHROOM	Several combinations of Mushrooms make a Hot Shroom. It recovers 15 HP and five FP.	TAYCE T.'S HOUSE
ICED POTATO	You'll always find an Iced Potato on the Shiver City Toad's table. Use it to recover five HP.	SHIVER CITY
JAMMIN' JELLY	When you find Jammin' Jelly in Chapters 5, 6, 7 and 8, you can use it to restore 50 Flower Points.	VARIOUS LOCATIONS
JELLY POP	Mix Jammin' Jelly with Cake Mix for an item that gives you 64 Flower Points.	TAYCE T.'S HOUSE
JELLY SHROOM	By combining Jammin' Jelly with a Mushroom, you can recover five HP and 50 FP.	TAYCE T.'S HOUSE
JELLY SUPER	One of three Mushroom types combines with Jammin' Jelly to recover 10 HP and 50 FP.	TAYCE T.'S HOUSE
JELLY ULTRA	Mix an Ultra Shroom with Jammin' Jelly for an item that combines their powers—50 HP and 50 FP.	TAYCE T.'S HOUSE
KOOKY COOKIE	Combine Cake Mix with a Koopa Leaf, Herb or Syrup for an item that recovers 15 Flower Points.	TAYCE T.'S HOUSE
KOOPA LEAF	Found in the bushes of Koopa Village, a Koopa Leaf recovers three Flower Points.	KOOPA VILLAGE/PLEASANT PATH
KOOPA TEA	Tayce T. grinds and brews a Koopa Leaf to make delicious Koopa Tea. It recovers seven Flower Points.	TAYCE T.'S HOUSE
KOOPASTA	A Koopa Leaf and Dried Pasta combine to make an item that restores seven HP and seven FP.	TAYCE T.'S HOUSE
LEMON	The item that Sheek craves recovers one Hit Point and two Flower Points.	DRY DRY DESERT
LEMON CANDY	Cake Mix and Lemon give you a delicious five HP and 15 FP.	TAYCE T.'S HOUSE
LIME CANDY	With Cake Mix and Lime, you get an item that recovers 20 FP.	TAYCE T.'S HOUSE
LIFE SHROOM	If your enemies manage to drain your Heart Points, a Life Shroom will revitalize you and restore 10 HP.	VARIOUS LOCATIONS
LIME	A Lime recovers three Flower Points. It is one of the items that Koopa Koot will request.	DRY DRY DESERT

ITEM	DESCRIPTION	LOCATION
MAPLE SHROOM	Tayce T. combines Maple Syrup with Mushroom for five Heart Points and 10 Flower Points.	TAYCE T.'S HOUSE
MAPLE SUPER	One of three Mushrooms combines with Maple Syrup for an item that gives you 10 HP and 10 FP.	TAYCE T.'S HOUSE
MAPLE SYRUP	If you're in a pinch for Flower Points, you can gulp down Maple Syrup to recover 10 FP.	VARIOUS LOCATIONS
MAPLE ULTRA	With an Ultra Shroom and Maple Syrup, you get 50 HP and 10 FP.	TAYCE T.'S HOUSE
MELON	The yellow Yoshi will give you a 15 HP-recovering Melon in exchange for a delicacy from Tayce T.	YOSHI'S VILLAGE
MISTAKE	If Tayce T. is totally stumped, she'll make a cooking Mistake that recovers one HP and one FP.	TAYCE T.'S HOUSE
MUSHROOM	The classic remedy for low Heart Points is one of the first items that you'll find. It restores five HP.	VARIOUS LOCATIONS
NUTTY CAKE	Koopa Koot's favorite cake is made from pure Goomnuts. Use it to recover 10 Flower Points.	TAYCE T.'S HOUSE
POTATO SALAD	All Tayce T. needs is an Iced Potato to make Potato Salad. It recovers 10 Heart Points.	TAYCE T.'S HOUSE
RED BERRY	Feed the Red Berry to the red plant in Flower Fields or use it to recover five Heart Points.	FLOWER FIELDS
SHROOM CAKE	A Mushroom or Super Shroom and Cake Mix combine to make an item that gives you 10 HP and 10 FP.	TAYCE T.'S HOUSE
SHROOM STEAK	With an Ultra Shroom alone, or other Shroom combinations, you can recover 30 HP and 10 FP.	TAYCE T.'S HOUSE
SPAGHETTI	Give Dried Pasta to Tayce T.—she'll give you Spaghetti. Use it to restore six HP and four FP.	TAYCE T.'S HOUSE
SPECIAL SHAKE	Melon or Jammin' Jelly acts as a base for Tayce T.'s Special Shake. It recovers 20 Flower Points.	TAYCE T.'S HOUSE
SPICY SOUP	All Tayce T. needs to make Spicy Soup is a Fire Flower. Use it to recover four HP and four FP.	TAYCE T.'S HOUSE
STINKY HERB	You can collect Stinky Herb from vines in Flower Fields. Use it to recover five Flower Points.	FLOWER FIELDS
STRANGE LEAF	The rare Strange Leaf restores five FP. You can find it on the grounds of Boo's Mansion.	FOREVER FOREST
SUPER SHROOM	Twice as powerful as a regular Mushroom, the Super Shroom recovers 10 Heart Points.	VARIOUS LOCATIONS
SUPER SODA	The carbonated cure provided by Super Soda neutralizes poison and shrinking, and it restores five FP.	VARIOUS LOCATIONS
SWEET SHROOM	Tayce T. combines Cake Mix with Ultra Shroom or Life Shroom for 30 HP and 20 FP.	TAYCE T.'S HOUSE
TASTY TONIC	Used as a cure for poison and shrinking, Tasty Tonic is available in Toad Town and Yoshi's Village shops.	VARIOUS LOCATIONS
ULTRA SHROOM	An Ultra Shroom recovers 50 HP. You can find one in Dry Dry Desert by hitting a block 100 times.	VARIOUS LOCATIONS
WHACKA'S BUMP	With Whacka's Bump, you can recover 25 HP and 25 FP. Collect several of them.	MT. RUGGED
YELLOW BERRY	You can use the Yellow Berry to recover three HP and three FP or to get past the yellow plant.	FLOWER FIELDS
YOSHI COOKIE	Cake Mix and Melon, available only in Yoshi's Village, combine for 15 HP and 15 FP.	TAYCE T.'S HOUSE
YUMMY MEAL	Tayce T. has a number of recipes that will get you a Yummy Meal. Use it to recover 20 HP and 20 FP.	TAYCE T.'S HOUSE

ONE-OF-A-KIND ITEMS

ANCIENT ARTIFACT	When you retrieve the Ancient Artifact and take it to Kolorado, he'll give you a Star Piece.	DRY DRY RUINS
BEAUTIFUL LYRICS	The lyricist in Toad Town will give you Lyrics to match with a composer's Soothing Melody.	TOAD TOWN
BOO'S PORTRAIT	When you find Boo's Portrait in the basement of Boo's Mansion, you can use it to reach Lady Bow.	BOO'S MANSION
BOOTS	You'll start the game wearing regular Boots and upgrade them as you advance.	MARIO'S HOUSE
CALCULATOR	Shy Guys will take Rowf's Calculator. When you bring it back to him, he'll give you the I Spy Badge.	SHY GUY'S TOY BOX
COOKBOOK	When you give the Cookbook to Tayce T., she will be able to mix ingredients for new creations.	SHY GUY'S TOY BOX
CRYSTAL BALL	After you take Merlee's Crystal Ball to Merlullee, Merlullee will give you her autograph.	DRY DRY OUTPOST
CRYSTAL BERRY	The Crystal Berry plays a key role in collecting the Water Stone in Flower Fields.	FLOWER FIELDS
DIAMOND STONE	Along with two other Stones, the Diamond Stone acts as a key to Tutankoota's Tomb.	DRY DRY RUINS
DICTIONARY	Shy Guys have made off with Russ T.'s Dictionary. Return it to Russ T. for a Star Piece.	SHY GUY'S TOY BOX
DIPLOMA	After you are successful in five demonstrations of your fighting ability, you will earn a Diploma.	TOAD TOWN DOJO

ITEM	DESCRIPTION	LOCATION
DOLLY	When you give Goombaria her lost Dolly, she will reward you with a Star Piece.	GOOMBA VILLAGE
FABULOUS SCARF	Along with the Marvelous Bucket, the Fabulous Scarf acts as a key to Shiver Mountain.	STARBORN VALLEY
FERTILE SOIL	Fertile Soil is one ingredient that you need to grow an enormous plant in Flower Fields.	FLOWER FIELDS
FIRST-DEGREE CARD	To commemorate your victory over Chan in the Dojo, you will receive a First-Degree Card.	TOAD TOWN DOJO
FOURTH-DEGREE CARD	After your second fight with the Dojo Master is a success, you will earn a Fourth-Degree Card.	TOAD TOWN DOJO
FRYING PAN	When you find Tayce T.'s Frying Pan, take it back to the chef. She'll give you a gourmet delight.	SHY GUY'S TOY BOX
HAMMER	You'll find Goompa's Hammer in a bush. After you break an obstacle with it, he'll let you have it.	GOOMBA VILLAGE
JADE RAVEN	Once you save the five Yoshis in Jade Jungle, the leader of Yoshi's Village will give you the Jade Raven.	YOSHI'S VILLAGE
KOOPER'S SHELL	On your first visit to Koopa Village, you'll outwit a Fuzzy for Kooper's Shell.	KOOPA VILLAGE
LUNAR STONE	The Lunar Stone is one of three items you need to reach Tutankoop.	DRY DRY RUINS
MAGICAL BEAN	With Petunia's Magical Bean and some other items, you can grow a plant to reach Cloudy Climb.	FLOWER FIELDS
MAGICAL SEED	When you collect all four Magical Seeds from the Bub-ulbs, you'll be able to reach Flower Fields.	FOUR LOCATIONS
MAIL BAG	By returning the Mail Bag to the Toad Town Post Office, you will earn a Star Piece.	SHY GUY'S TOY BOX
MARVELOUS BUCKET	The Marvelous Bucket is the preferred head gear of snowmen in the Shiver Snowfield.	SHIVER CITY
MIRACLE WATER	Once you have brought water back to Lily's pond, she'll reward you with Miracle Water.	FLOWER FIELDS
MYSTERY NOTE	Written in the language of Shy Guys, the Mystery Note gives a clue about the Toy Box.	SHY GUY'S TOY BOX
ODD KEY	When you emerge from Rip Cheato's place in Toad Town Tunnels, you'll find the Odd Key.	TOAD TOWN
PULSE STONE	The Pulse Stone is a gift from Moustafa. With it, you can find and raise Dry Dry Ruins.	DRY DRY OUTPOST
PYRAMID STONE	The Pyramid Stone, Diamond Stone and Lunar Stone are used as keys in Dry Dry Ruins.	DRY DRY RUINS
RECORD	By collecting a Record in Boo's Mansion, you can operate the phonograph and distract a Boo.	BOO'S MANSION
SECOND-DEGREE CARD	After you fight Lee and win in the Toad Town Dojo, you will earn the Second-Degree Card.	TOAD TOWN DOJO
SOOTHING MELODY	With the Beautiful Lyrics in his possession, the Dry Dry Outpost composer will make a melody.	DRY DRY OUTPOST
STAR STONE	The Star Stone is your key to entering the Crystal Palace, home to the Crystal King.	SHIVER MOUNTAIN
STOREROOM KEY	With the Storeroom Key in hand, you can return to Harry's Toad Town Shop to find the Toy Train.	SHY GUY'S TOY BOX
SUPER BOOTS	After you find the Super Boots, you will be able to execute a ground-shaking Spin Jump.	BOO'S MANSION
SUPER HAMMER	When you find the Super Hammer in Dry Dry Ruins, you'll have the power to break Stone Blocks.	DRY DRY RUINS
THIRD-DEGREE CARD	After your first victory against the Dojo Master, you will earn the Third-Degree Card.	TOAD TOWN DOJO
TOY TRAIN	When you toss the Toy Train into Shy Guy's Toy Box, you'll have a new form of transportation.	TOAD TOWN
ULTRA BOOTS	The Ultra Boots will give you the power to break ice, leading to your discovery of Shiver City.	TOAD TOWN TUNNELS
ULTRA HAMMER	Metal Blocks will no longer be an obstacle when you have the Ultra Hammer.	MT. LAVALAVA
ULTRA STONE	When you receive the Ultra Stone, you can promote party members to Ultra-Rank.	JADE JUNGLE
VOLCANO VASE	Collect the Volcano Vase after the Mt. Lavalava eruption to get a Magical Seed from Kolorado.	JADE JUNGLE
WAREHOUSE KEY	When you break the ice in Shiver City, you'll earn a Key that will help you reach Herringway.	SHIVER CITY
WATER STONE	Rosie will give you the Water Stone when you bring her a Crystal Berry.	FLOWER FIELDS
WEIGHT	Use the Weight in Boo's Mansion to hold open a secret passage.	BOO'S MANSION

SHOP LIST

YOU CAN BUY AND SELL ITEMS AT EVERY SHOP. THE LIST ON THE LEFT SIDE OF THE PAGE SHOWS INVENTORY AND PRICES FOR EACH SHOP. THE LIST ON THE RIGHT SIDE SHOWS THE STORES WHERE YOU CAN SELL PARTICULAR ITEMS FOR THE BEST PRICES.

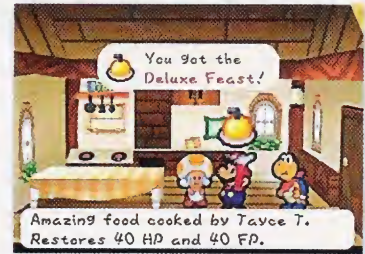


BUY			
TOAD TOWN 1		YOSHI'S VILLAGE	
FIRE FLOWER	10	FIRE FLOWER	5
FRIGHT JAR	5	HONEY SYRUP	6
HONEY SYRUP	10	SNOWMAN DOLL	15
MUSHROOM	5	SUPER SHROOM	15
POW BLOCK	5	TASTY TONIC	2
SLEEPY SHEEP	10	THUNDER RAGE	15
TOAD TOWN 2		SHIVER CITY	
DIZZY DIAL	15	DIZZY DIAL	15
STONE CAP	30	LIFE SHROOM	40
SUPER SHROOM	20	MAPLE SYRUP	20
TASTY TONIC	5	SHOOTING STAR	30
THUNDER RAGE	20	SNOWMAN DOLL	8
VOLT SHROOM	10	SUPER SHROOM	20
KOOPA VILLAGE		STAR HAVEN	
DIZZY DIAL	10	LIFE SHROOM	25
FIRE FLOWER	8	MAPLE SYRUP	10
HONEY SYRUP	8	SHOOTING STAR	15
MUSHROOM	4	STOP WATCH	15
POW BLOCK	4	SUPER SHROOM	10
VOLT SHROOM	15	SUPER SODA	3
DRY DRY OUTPOST		BOWSER'S CASTLE	
DRIED PASTA	3	DIZZY DIAL	25
DRIED SHROOM	2	MAPLE SYRUP	30
DUSTY HAMMER	2	MYSTERY?	5
HONEY SYRUP	5	POW BLOCK	15
MUSHROOM	3	SUPER SHROOM	30
THUNDER BOLT	5	THUNDER RAGE	30
BOO'S MANSION			
LIFE SHROOM	50		
MAPLE SYRUP	25		
MYSTERY?	1		
SNOWMAN DOLL	15		
STOP WATCH	25		
SUPER SHROOM	13		

SELL			
TOAD TOWN 1		MISTAKE	
DRIED FRUIT	20	STINKY HERB	5
DRIED PASTA	5	YOSHI'S VILLAGE	
DRIED SHROOM	3	BUBBLE BERRY	5
DUSTY HAMMER	3	ICED POTATO	10
LEMON	4	SNOWMAN DOLL	10
LIME	4	SUPER SODA	7
WHACKA'S BUMP	64	YOSHI COOKIE	30
TOAD TOWN 2		SHIVER CITY	
FIRE FLOWER	7	BLAND MEAL	15
POW BLOCK	5	DELUXE FEAST	70
REPEL GEL	30	FIRE FLOWER	8
SHOOTING STAR	20	FROZEN FRIES	18
STOP WATCH	20	POTATO SALAD	10
WHACKA'S BUMP	50	YUMMY MEAL	20
KOOPA VILLAGE		STAR HAVEN	
BLAND MEAL	12	CAKE	15
KOOKY COOKIE	15	DRIED PASTA	7
KOOPASTA	12	HONEY SHROOM	15
KOOPA TEA	4	KOOPASTA	15
LIFE SHROOM	30	SHOOTING STAR	14
SPECIAL SHAKE	12	SHROOM CAKE	30
SUPER SODA	5	SLEEPY SHEEP	10
DRY DRY OUTPOST		STOP WATCH	14
DRIED PASTA	2	SWEET SHROOM	70
ICED POTATO	10	THUNDER RAGE	15
MELON	10	BOWSER'S CASTLE	
SNOWMAN DOLL	12	EGG MISSILE	30
SPECIAL SHAKE	15	FRIGHT JAR	15
SUPER SODA	6	LIFE SHROOM	25
TASTY TONIC	5	MISTAKE	20
BOO'S MANSION		PEBBLE	20
DRIED SHROOM	3	SHOOTING STAR	20
DUSTY HAMMER	4	STOP WATCH	20
JELLY ULTRA	200	SUPER SODA	10

TAYCE T.'S MENU

THE FINEST COOK IN TOAD TOWN CAN TAKE ANY EXPENDABLE ITEM AND PREPARE IT SO THAT IT BECOMES A NEW, DELICIOUS CREATION. WHEN YOU RETRIEVE HER COOKBOOK, SHE'LL BE ABLE TO MIX ITEMS TOGETHER. HER RECIPES ARE LISTED BELOW.



ITEM	HP	FP	INGREDIENTS	
APPLE PIE	4	4	CAKE MIX	+ APPLE
BIG COOKIE	-	20	CAKE MIX	+ BLUE BERRY
			"	+ RED BERRY
			"	+ YELLOW BERRY
			"	+ GOOMNUT
			"	+ EGG
BLAND MEAL	10	10	KOOPA LEAF	+ BLUE BERRY
			"	+ RED BERRY
			"	+ YELLOW BERRY
			"	+ GOOMNUT
			DRIED PASTA	+ BLUE BERRY
			"	+ RED BERRY
			"	+ YELLOW BERRY
			"	+ MUSHROOM
			"	+ LIFE SHROOM
			"	+ GOOMNUT
			"	+ ICED POTATO
			"	+ SUPER SHROOM
			"	+ EGG
			"	+ VOLT SHROOM
			"	+ STRANGE LEAF
			"	+ COCONUT
			ICED POTATO	+ CAKE MIX
			"	+ MUSHROOM
			"	+ LIFE SHROOM
			"	+ SUPER SHROOM
			"	+ EGG
			"	+ VOLT SHROOM
			"	+ COCONUT
			EGG	+ MUSHROOM
			"	+ LIFE SHROOM
			"	+ SUPER SHROOM

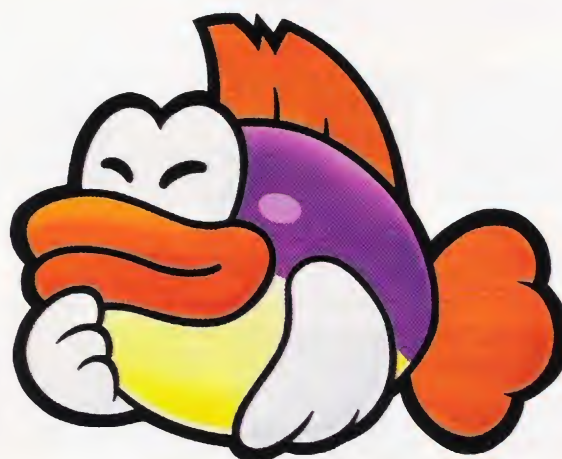
ITEM	HP	FP	INGREDIENTS	
BLAND MEAL			EGG	+ VOLT SHROOM
			FIRE FLOWER	+ LIFE SHROOM
			"	+ GOOMNUT
			"	+ SUPER SHROOM
			"	+ VOLT SHROOM
			STRANGE LEAF	+ GOOMNUT
			POTATO SALAD	+ FRIED SHROOM
BOILED EGG	8	8	EGG	+ STINKY HERB
			"	+ STRANGE LEAF
CAKE	-	15	CAKE MIX	
COCO POP	3	15	CAKE MIX	+ COCONUT
DELUXE FEAST	40	40	STRANGE LEAF	+ WHACKA'S BUMP
			POTATO SALAD	+ SHROOM STAKE
DIZZY DIAL	-	-	STRANGE LEAF	+ STINKY HERB
			"	+ VOLT SHROOM
EGG MISSILE	-	-	EGG	+ FIRE FLOWER
ELECTRO POP	-	-	CAKE MIX	+ VOLT SHROOM
FIRE FLOWER	-	-	DRIED FRUIT	+ STRANGE LEAF
FIRE POP	-1	20	CAKE MIX	+ FIRE FLOWER
FRIED EGG	10	-	EGG	
FRIED SHROOM	6	2	MUSHROOM	
			DRIED SHROOM	
			SUPER SHROOM	
			DRIED SHROOM	+ MUSHROOM
			"	+ FIRE FLOWER
FROZEN FRIES	15	-	FIRE FLOWER	+ ICED POTATO
HEALTHY JUICE	4	40	SPECIAL SHAKE	+ STINKY HERB
			"	+ DRIED SHROOM
			"	+ STRANGE LEAF
HONEY CANDY	-	20	HONEY SYRUP	+ CAKE MIX
HONEY SHROOM	5	5	HONEY SYRUP	+ MUSHROOM

ITEM	HP	FP	INGREDIENTS	
HONEY SUPER	10	5	HONEY SYRUP + LIFE SHROOM	
			" + SUPER SHROOM	
			" + VOLT SHROOM	
HONEY ULTRA	50	5	HONEY SYRUP + ULTRA SHROOM	
HOT SHROOM	15	5	LIFE SHROOM	
			VOLT SHROOM	
			MUSHROOM + SUPER SHROOM	
			" + VOLT SHROOM	
			" + FIRE FLOWER	
			DRIED SHROOM + SUPER SHROOM	
			" + VOLT SHROOM	
			VOLT SHROOM + SUPER SHROOM	
JELLY POP	-	64	JAMMIN' JELLY + CAKE MIX	
JELLY SHROOM	5	50	JAMMIN' JELLY + MUSHROOM	
JELLY SUPER	10	50	JAMMIN' JELLY + LIFE SHROOM	
			" + SUPER SHROOM	
			" + VOLT SHROOM	
JELLY ULTRA	50	50	JAMMIN' JELLY + ULTRA SHROOM	
KOOKY COOKIE	-	-	CAKE MIX + KOOPA LEAF	
			" + STINKY HERB	
			" + MAPLE SYRUP	
KOOPA TEA	-	7	KOOPA LEAF	
KOOPASTA	7	7	KOOPA LEAF + DRIED PASTA	
LEMON CANDY	5	15	CAKE MIX + LEMON	
LIFE SHROOM	-	-	KOOPA LEAF + ULTRA SHROOM	
			" + MUSHROOM	
			" + LIFE SHROOM	
			" + SUPER SHROOM	
			" + VOLT SHROOM	
			GOOMNUT + ULTRA SHROOM	
			" + MUSHROOM	
			" + LIFE SHROOM	
			" + SUPER SHROOM	
			" + VOLT SHROOM	
			STRANGE LEAF + ULTRA SHROOM	
			" + MUSHROOM	
			" + LIFE SHROOM	
			" + SUPER SHROOM	
LIME CANDY	-	20	CAKE MIX + LIME	
MAPLE SHROOM	5	10	MAPLE SYRUP + MUSHROOM	
MAPLE SUPER	10	10	MAPLE SYRUP + LIFE SHROOM	
			" + SUPER SHROOM	

ITEM	HP	FP	INGREDIENTS	
MAPLE SUPER			MAPLE SYRUP + VOLT SHROOM	
MAPLE ULTRA	5	10	MAPLE SYRUP + ULTRA SHROOM	
NUTTY CAKE	-	10	GOOMNUT	
POTATO SALAD	10	-	ICED POTATO	
SHROOM CAKE	10	10	MUSHROOM + CAKE MIX	
			SUPER SHROOM + CAKE MIX	
SHROOM STEAK	30	10	ULTRA SHROOM	
			ULTRA SHROOM + MUSHROOM	
			" + LIFE SHROOM	
			" + DRIED SHROOM	
			" + SUPER SHROOM	
			" + VOLT SHROOM	
			LIFE SHROOM + MUSHROOM	
			" + DRIED SHROOM	
			" + SUPER SHROOM	
SLEEPY SHEEP	-	-	STRANGE LEAF + BLUE BERRY	
			" + RED BERRY	
			" + YELLOW BERRY	
SPAGHETTI	6	4	DRIED PASTA	
SPECIAL SHAKE	-	20	MELON	
			MELON + BLUE BERRY	
			" + RED BERRY	
			" + KOOPA LEAF	
			" + YELLOW BERRY	
			" + HONEY SYRUP	
			" + STRANGE LEAF	
			" + MAPLE SYRUP	
			" + LIME	
			" + APPLE	
			" + LEMON	
			JAMMIN' JELLY + BLUE BERRY	
			" + RED BERRY	
			" + YELLOW BERRY	
			" + HONEY SYRUP	
			" + MAPLE SYRUP	
			" + MELON	
			" + COCONUT	
			" + LIME	
			" + APPLE	
			" + LEMON	
SPICY SOUP	4	4	FIRE FLOWER	
STRANGE CAKE	-	-	CAKE MIX + STRANGE LEAF	

ITEM	HP	FP	INGREDIENTS
SUPER SODA	5	-	BLUE BERRY RED BERRY YELLOW BERRY HONEY SYRUP MAPLE SYRUP APPLE JAMMIN' JELLY BLUE BERRY + YELLOW BERRY RED BERRY + BLUE BERRY " + YELLOW BERRY HONEY SYRUP + KOOPA LEAF " + MAPLE SYRUP MAPLE SYRUP + BLUE BERRY " + RED BERRY " + KOOPA LEAF " + YELLOW BERRY " + COCONUT " + APPLE " + LEMON COCONUT + BLUE BERRY " + RED BERRY " + KOOPA LEAF " + YELLOW BERRY " + MELON " + APPLE LIME + BLUE BERRY " + RED BERRY " + KOOPA LEAF " + YELLOW BERRY " + MAPLE SYRUP " + APPLE " + LEMON APPLE + BLUE BERRY " + RED BERRY " + YELLOW BERRY " + LEMON LEMON + BLUE BERRY " + RED BERRY " + KOOPA LEAF " + YELLOW BERRY JAMMIN' JELLY + KOOPA LEAF
SWEET SHROOM	30	20	CAKE MIX + ULTRA SHROOM












ITEM	HP	FP	INGREDIENTS
SWEET SHROOM			CAKE MIX + LIFE SHROOM
TASTY TONIC	-	-	BUBBLE BERRY COCONUT LIME LEMON HONEY SYRUP + BLUE BERRY " + RED BERRY " + YELLOW BERRY " + COCONUT " + LIME " + APPLE " + LEMON
THUNDER RAGE	-	-	DRIED FRUIT + VOLT SHROOM
VOLT SHROOM	-	-	DRIED FRUIT + ULTRA SHROOM " + MUSHROOM " + LIFE SHROOM " + SUPER SHROOM
YOSHI COOKIE	15	15	CAKE MIX + MELON
YUMMY MEAL	20	20	WHACKA'S BUMP (YOU NEED A COOKBOOK) ULTRA SHROOM + DRIED PASTA " + ICED POTATO " + EGG " + FIRE FLOWER DRIED FRUIT + ICED POTATO DRIED PASTA + DRIED FRUIT ICED POTATO + STRANGE LEAF POTATO SALAD + HOT SHROOM " + SPAGHETTI



LETTER DELIVERY

PARAKARRY CONTINUES HIS APPOINTED ROUNDS THROUGHOUT THE ADVENTURE. IF YOU HAVE HIM BY YOUR SIDE WHEN YOU TALK TO A LETTER ADDRESSEE, HE'LL MAKE THE DELIVERY. SOMETIMES, YOU'LL GET A STAR PIECE IN RETURN.



DELIVERY			
LETTER LOCATION		INTENDED RECIPIENT	ADDRESS
	MT. RUGGED	KOLORADO	DRY DRY DESERT
	MT. RUGGED	MERLON	TOAD TOWN
	DRY DRY DESERT	GOOMPA	GOOMBA VILLAGE
	DRY DRY DESERT	MORT T.	KOOPA VILLAGE
	DRY DRY OUTPOST	NOMADIMOUSE	DRY DRY DESERT
	GUSTY GULCH	FICE.T	TOAD TOWN
	JADE JUNGLE	RUSS T.	TOAD TOWN
	JADE JUNGLE	IGOR	BOO'S MANSION
	FLOWER FIELDS	MINH T.	TOAD TOWN
	SHIVER SNOWFIELD	MERLOW	SHOOTING STAR SUMMIT
	SHIVER SNOWFIELD	MAYOR PENGUIN	SHIVER CITY

If you don't catch up with Kolorado in Dry Dry Desert, you can delivery his letter on Lavalava Island, in Toad Town or in Koopa Village.



CHAIN MAIL

The citizens of the Mushroom Kingdom like to keep in touch with each other. In one long sequence that starts with a letter on Mt. Rugged, you'll give letters and get letters in return.



GOOMPAPA
GOOMBA VILLAGE



MUSS T.
MUSHROOM CASTLE



KOOVER
KOOPA VILLAGE



FISHMAEL
TOAD TOWN



KOOVER
KOOPA VILLAGE



MR. E
DRY DRY OUTPOST



MISS T.
TOAD TOWN



LITTLE MOUSER
DRY DRY OUTPOST



FRANKY
BOO'S MANSION



DANE T.
TOAD TOWN



RED YOSHI KID
YOSHI'S VILLAGE



DANE T.
TOAD TOWN



FROST T.
STARBORN VALLEY



GOOMPAPA
GOOMBA VILLAGE

KOOPA KOOT'S FAVORS

WHEN YOU FIND ITEMS AND DO ODD JOBS FOR KOOPA KOOT, THE KOOPA VILLAGE ELDER WILL REWARD YOU IN KIND. USE THE TOAD TOWN TUNNELS TO CUT BACK ON THE LEG WORK AS YOU SEARCH THE KINGDOM ON KOOPA KOOT'S BEHALF.



AFTER KOOPER JOINS YOUR TEAM

KOOPA LEGENDS 1 COIN

The elder Koopa is interested in reading a book from Kolorado's collection. Go to Kolorado's house, two doors down, and borrow the book from Kolorado's wife.

SLEEPY SHEEP 1 COIN, SILVER CREDIT

With an interest in getting some shut-eye, Koopa Koot would like you to bring him a Sleepy Sheep. You can buy one in Toad Town.

AFTER CHAPTER 1

THE TAPE 1 COIN

Some time ago, Goompa from Goomba Village borrowed a tape from Koopa Koot. The elder Koopa would like you to get the tape and bring it to him.

KOOPA TEA

Koopa Koot will give you a very valuable reward for some Koopa Tea. Take a Koopa Leaf to Tayce T. and have her brew up a cup, then take it back to Koopa Koot.

LUIGI'S AUTOGRAPH 1 COIN

Koopa Koot is a big fan of both Mario Bros., especially high-jumping Luigi. If you bring him Luigi's autograph, he'll be grateful.

AFTER CHAPTER 2

EMPTY WALLET 1 COIN

While walking around Koopa Village, Koopa Koot dropped his wallet. You can find it for him by searching through the bushes nearby.

TASTY TONIC 1 COIN

The cure for poison and shrinking is quite delicious. You can pick up a Tasty Tonic for Koopa Koot in the Toad Town shop west of Tayce T.'s House.

MERLUVLEE'S AUTOGRAPH

Merluvlee is not used to giving out her autograph, but she will give it to you if you do her a favor in the desert. Once you have her signature, take it to Koopa Koot.

AFTER CHAPTER 3

TOAD TOWN NEWS 1 COIN

The Koopa elder would like to know what's going on in Toad Town. Read the news sign near Merlon's House—front and back—then return to Koopa Koot.

LIFE SHROOM 1 COIN, GOLD CREDIT

A Life Shroom gives you a boost when you need it most. You can buy one at Boo's Mansion. Take it to Koopa Koot for thanks and a reward.

NUTTY CAKE 1 COIN

Koopa Koot desires the taste of Nutty Cake, made from Goomnuts. Take a Goomnut from Goomba Village to Tayce T. and have her cook a cake for you.

AFTER CHAPTER 4

STOP THE NOISE

A pair of Bob-ombs are making noise in Kooper's House, next door to Koopa Koot. Use Bombette to ask the Bob-ombs to stop the racket. They'll comply.

OLD PHOTO 1 COIN

Hearing about your adventures has made Koopa Koot think back to his days on the road. You can find a photo from those days in the main hall of Boo's Mansion.

KOOPASTA 1 COIN

Craving a good meal, Koopa Koot would like you to bring him a batch of Tayce T.'s Koopasta. She'll cook it up if you bring her a Koopa Leaf and Dried Pasta.

AFTER CHAPTER 5

KOOPA KOOT'S GLASSES 1 COIN

First he lost his wallet, then his glasses. Koopa Koot is getting to be forgetful. You'll find his glasses in a bush south of the westernmost house in the village.

LIME

Lemons and Limes grow in the oasis in Dry Dry Desert. If you venture to the desert and bring back a Lime, Koopa Koot will give you three Star Pieces.

KOOKY COOKIE 1 COIN

By mixing a Koopa Leaf with some Cake Mix from Shy Guy's Toy Box, Tayce T. can make a Kooky Cookie. It's just what Koopa Koot wants.

AFTER CHAPTER 6

PACKAGE 1 COIN

The Koopa elder has friends all over the kingdom. One of them—a Boo in Gusty Gulch—has a package for him. You'll find the Boo near the Gusty Gulch Save Block.

COCONUT 1 COIN

Craving a tropical treat, Koopa Koot would like you to bring him a Coconut from the beach on Lavalava Island. He'll reward you for your kindness.

RED JAR

You can find a Red Jar for Koopa Koot by buying items in a certain order in Dry Dry Outpost: Dusty Hammer, Dried Pasta, Dusty Hammer again, then Dried Shroom.

CHUCK QUIZMO'S QUIZ

CHUCK QUIZMO AND HIS LOVELY ASSISTANT VANNA T. MAKE APPEARANCES IN THE TOWNS OF THE MUSHROOM KINGDOM WITH THEIR TRAVELING GAME SHOW. ANSWER QUIZMO'S QUESTIONS CORRECTLY TO WIN PRIZES—A TOTAL OF 64 STAR PIECES!



- | | |
|---|--|
| <input type="checkbox"/> 1 What is the name of Goombario's younger sister? | <input type="checkbox"/> 33 What are Boos exactly? |
| <input type="checkbox"/> 2 What is the color of the block you can break with the first Hammer you got? | <input type="checkbox"/> 34 What appears when you hit the Whacka living on Mt. Rugged? |
| <input type="checkbox"/> 3 What ability does Goombario frequently use? | <input type="checkbox"/> 35 Other than Lemons, what fruit drops when you hit a tree in the desert oasis? |
| <input type="checkbox"/> 4 What color of pants was the Goomba King wearing? | <input type="checkbox"/> 36 What is the name of the strange person in Toad Town who can increase Mario's status? |
| <input type="checkbox"/> 5 Which of Mario's battle commands is on the far left? | <input type="checkbox"/> 37 What ability does Bombette frequently use? |
| <input type="checkbox"/> 6 How many windows does the Goomba House in Goomba Village have? | <input type="checkbox"/> 38 What does Gourmet Guy like? |
| <input type="checkbox"/> 7 What's the name of the leader of the Red and Blue Goomba Bros.? | <input type="checkbox"/> 39 Who was the second companion to join your team? |
| <input type="checkbox"/> 8 What color are Luigi's pants? | <input type="checkbox"/> 40 Who tried to steal Coins from you in the desert? |
| <input type="checkbox"/> 9 How many members are there in Goombario's family? | <input type="checkbox"/> 41 What is the name of the Star Spirit who can use Star Storm? |
| <input type="checkbox"/> 10 What will you receive when you get the right answer in a quiz? | <input type="checkbox"/> 42 What are addressed to your companions and sent to the post office? |
| <input type="checkbox"/> 11 What is the name of the smart Toad living in Toad Town? | <input type="checkbox"/> 43 Among the following, which building is NOT in Toad Town: Shop, Station or Mayor's House? |
| <input type="checkbox"/> 12 How many buildings are there in Koopa Village? | <input type="checkbox"/> 44 What kind of book did Gourmet Guy drop? |
| <input type="checkbox"/> 13 Of the following, who is NOT a member of the Koopa Bros.? | <input type="checkbox"/> 45 Who am I? |
| <input type="checkbox"/> 14 How many Coins are needed to buy a Mushroom at the shop in Koopa Village? | <input type="checkbox"/> 46 Where do I show up? |
| <input type="checkbox"/> 15 Where does Merlullee, who tells fortunes about special things, live? | <input type="checkbox"/> 47 What is the name of the plant that grows in Jade Jungle and blows out stars? |
| <input type="checkbox"/> 16 What is the name of the character who joined you at the Koopa Bros. Fortress? | <input type="checkbox"/> 48 What color is the leader of Yoshi's Village? |
| <input type="checkbox"/> 17 What color is Bowser's hair? | <input type="checkbox"/> 49 What is the name of the elderly man who tells fortunes in Toad Town? |
| <input type="checkbox"/> 18 How many Star Spirits do you have to save? | <input type="checkbox"/> 50 How many colors of Yoshis did you see in Yoshi's Village? |
| <input type="checkbox"/> 19 What's the name of the elderly Koopa Troopa who always asks for errands to be run? | <input type="checkbox"/> 51 How would the Yoshi Kids in Yoshi's Village describe Sushie? |
| <input type="checkbox"/> 20 How many Bob-ombs besides Bombette were imprisoned in Koopa Bros. Fortress? | <input type="checkbox"/> 52 What building is across from the Toad Town post office? |
| <input type="checkbox"/> 21 Where is the house of the explorer, Kolorado? | <input type="checkbox"/> 53 What kind of card do you get when you defeat Lee at the Dojo in Toad Town? |
| <input type="checkbox"/> 22 What is the destination of the train which departs from Toad Town Station? | <input type="checkbox"/> 54 What color is the brooch that Princess Peach wears? |
| <input type="checkbox"/> 23 What is the name of the fellow who sells Badges in Toad Town? | <input type="checkbox"/> 55 Who gave you Miracle Water in Flower Fields? |
| <input type="checkbox"/> 24 What treasure did Bowser steal from Star Haven? | <input type="checkbox"/> 56 What is the name of Lakilester's girlfriend? |
| <input type="checkbox"/> 25 What color is the roof of the house in Koopa Village where you can listen to a radio? | <input type="checkbox"/> 57 How do you make the pipe leading to the Toad Town Playroom come out? |
| <input type="checkbox"/> 26 Who does Kooper idolize? | <input type="checkbox"/> 58 Among the following, who is inside Club 64: Dancer, Composer or Pop Diva? |
| <input type="checkbox"/> 27 What does Merlee of Dry Dry Outpost specialize in? | <input type="checkbox"/> 59 Which of the following do Shy Guys never do— Sing, Dance or Run? |
| <input type="checkbox"/> 28 Who hides inside a coffin in Dry Dry Ruins? | <input type="checkbox"/> 60 What best describes the relationship between Mario and Luigi? |
| <input type="checkbox"/> 29 What can you get when you take Star Pieces to Merlow at Shooting Star Summit? | <input type="checkbox"/> 61 Among the following, who is found in Starborn Valley: Penguin, Lakitu or Ninji? |
| <input type="checkbox"/> 30 Who knew the location of Dry Dry Ruins in Dry Dry Desert? | <input type="checkbox"/> 62 How many companions do you travel with? |
| <input type="checkbox"/> 31 When you want Tayce T. to make Lemon Candy, what do you have to give her? | <input type="checkbox"/> 63 What is the name of the Star Kid who's always with Princess Peach? |
| <input type="checkbox"/> 32 Who among the following lives in Forever Forest: Jr. Troopa, Oaklie or Cleft? | <input type="checkbox"/> 64 How many Star Spirits have you saved in total? |

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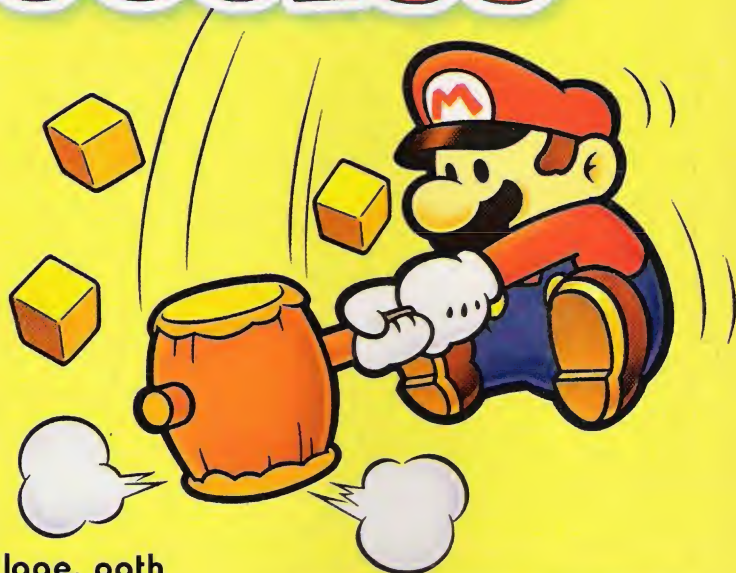


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